

Dungeons & Dragons 3.5 Edition Index – Templates

<http://www.crystalkeep.com/d20>

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September 7, 2005

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Cross-Breed Templates

Cross-breed creatures have one “normal” parent and one parent from another plane of existence.

Elemental Cross-Breeds

Elemental Cross-Breed Templates	Description	Stats	Other Effects																								
<p>Half-Air Elemental (sentient creature who has an Air Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as their hair always rustling in the wind (even indoors). Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (air)’ Natural Armor +1 Dex +2 Int +2 Wis +2 Con +2 Cha +2 Level Adj +3 CR +3</p>	<p>Immune to Disease, Air, & Cold Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table border="0"> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Obscuring Mist</i></td> <td>11-12</td> <td><i>Chain Lightning</i></td> </tr> <tr> <td>3-4</td> <td><i>Wind Wall</i></td> <td>13-14</td> <td><i>Control Weather</i></td> </tr> <tr> <td>5-6</td> <td><i>Gaseous Form</i></td> <td>15-16</td> <td><i>Whirlwind</i></td> </tr> <tr> <td>7-8</td> <td><i>Wind Walk</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Control Winds</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Obscuring Mist</i>	11-12	<i>Chain Lightning</i>	3-4	<i>Wind Wall</i>	13-14	<i>Control Weather</i>	5-6	<i>Gaseous Form</i>	15-16	<i>Whirlwind</i>	7-8	<i>Wind Walk</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Control Winds</i>	19+	<i>Plane Shift</i>
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<p>Half-Earth Elemental (sentient creature who has an Earth Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as the way their eyes gleam like gemstones. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (earth)’ Natural Armor +3 Str +4 Dex –2 Con +4 Level Adj +3 CR +3</p>	<p>Immune to Disease & Earth Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table border="0"> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Magic Stone</i></td> <td>11-12</td> <td><i>Stoneskin</i></td> </tr> <tr> <td>3-4</td> <td><i>Soften Earth/Stone</i></td> <td>13-14</td> <td><i>Earthquake</i></td> </tr> <tr> <td>5-6</td> <td><i>Stone Shape</i></td> <td>15-16</td> <td><i>Iron Body</i></td> </tr> <tr> <td>7-8</td> <td><i>Spike Stone</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Wall of Stone</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Magic Stone</i>	11-12	<i>Stoneskin</i>	3-4	<i>Soften Earth/Stone</i>	13-14	<i>Earthquake</i>	5-6	<i>Stone Shape</i>	15-16	<i>Iron Body</i>	7-8	<i>Spike Stone</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Wall of Stone</i>	19+	<i>Plane Shift</i>
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<p>Half-Fire Elemental (sentient creature who has a Fire Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as their red hair seeming to smoke then they get angry. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (fire)’ Natural Armor +1 Dex +4 Int +2 Cha +2 Level Adj +3 CR +3</p>	<p>Immune to Disease & Fire Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table border="0"> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Burning Hands</i></td> <td>11-12</td> <td><i>Fire Seeds</i></td> </tr> <tr> <td>3-4</td> <td><i>Produce Flame</i></td> <td>13-14</td> <td><i>Firestorm</i></td> </tr> <tr> <td>5-6</td> <td><i>Flaming Sphere</i></td> <td>15-16</td> <td><i>Incendiary Cloud</i></td> </tr> <tr> <td>7-8</td> <td><i>Wall of Fire</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Fire Shield</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Burning Hands</i>	11-12	<i>Fire Seeds</i>	3-4	<i>Produce Flame</i>	13-14	<i>Firestorm</i>	5-6	<i>Flaming Sphere</i>	15-16	<i>Incendiary Cloud</i>	7-8	<i>Wall of Fire</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Fire Shield</i>	19+	<i>Plane Shift</i>
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<p>Half-Water Elemental (sentient creature who has a Water Elemental / Outsider as one parent) (MotP p188)(3.5sup p26)+ (DR326 p87)+</p>	<p>Look normal except for little things, such as leaving wet hand & foot prints wherever they go. Inherited Template that can be added to any corporeal creature with an Int of 4+.</p>	<p>Becomes an ‘Outsider (water)’ Natural Armor +1 Str +2 Int +2 Wis +2 Con +2 Cha +2 Level Adj +3 CR +3</p>	<p>Immune to Disease & Water Effects. If Int or Wis is 8+, can use the following abilities once per day.</p> <table border="0"> <thead> <tr> <th>HD</th> <th>Ability</th> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Obscuring Mist</i></td> <td>11-12</td> <td><i>Cone of Cold</i></td> </tr> <tr> <td>3-4</td> <td><i>Fog Cloud</i></td> <td>13-14</td> <td><i>Acid Fog</i></td> </tr> <tr> <td>5-6</td> <td><i>Water Breathing</i></td> <td>15-16</td> <td><i>Horrid Wilting</i></td> </tr> <tr> <td>7-8</td> <td><i>Control Water</i></td> <td>17-18</td> <td><i>Elemental Swarm</i></td> </tr> <tr> <td>9-10</td> <td><i>Ice Storm</i></td> <td>19+</td> <td><i>Plane Shift</i></td> </tr> </tbody> </table>	HD	Ability	HD	Ability	1-2	<i>Obscuring Mist</i>	11-12	<i>Cone of Cold</i>	3-4	<i>Fog Cloud</i>	13-14	<i>Acid Fog</i>	5-6	<i>Water Breathing</i>	15-16	<i>Horrid Wilting</i>	7-8	<i>Control Water</i>	17-18	<i>Elemental Swarm</i>	9-10	<i>Ice Storm</i>	19+	<i>Plane Shift</i>
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Outsider Cross-Breeds

Outsider Cross-Breed Templates	Description	Stats	Other Effects
<p>Half-Celestial (sentient creature who has a Celestial as one parent) (MM p144)</p>	<p>Look pleasant, often with golden skin, metallic hair, and often feathered wings. Can be applied to any living, corporeal creature with at least a 4 Intelligence & a non-Evil alignment.</p>	<p>Becomes an ‘Outsider (native)’ Always has a Good alignment All have feathered wings which allows Flying (good maneuverability) at double the creature’s ground speed. +4 Racial bonus to Fortitude saves vs. poison. Base Skill Points are now (8+Int mod) * (Racial HD+3) Natural Armor bonus increases by +1 Str +4 Dex +2 Con +4 Int +2 Wis +4 Cha +4 Level Adjustment +4 up to 5 HD, CR +1 6-10 HD, CR +2 11+HD, CR +3</p>	<p>Immune to Disease. Darkvision 60’. <i>Daylight</i>, at will. Spell Resistance of HD + 10 (max. 35). Smite Evil – If a designated normal melee attack hits, it does +HD damage (max. +20) to an Evil target. Usable once per day. Natural Weapons are considered ‘magic’ for purposes of overcoming another creature’s Damage Reduction. if 11HD or less, gain Damage Reduction 5/magic. if 12HD or more, gain Damage Reduction 10/magic. Acid, Cold, & Electricity Resistance 10. If the base creature’s Intelligence or Wisdom is 8+ or the base creature has at least two spell-like abilities, it can use the following abilities (DC is Charisma-based): <u>HD</u> <u>Spell-Like Ability</u> 1-2 <i>Bless</i> (1/day), <i>Protection from Evil</i> (3/day) 3-4 <i>Aid</i> (1/day), <i>Detect Evil</i> (1/day) 5-6 <i>Cure Serious Wounds</i> (1/day), <i>Neutralize Poison</i> (1/day) 7-8 <i>Holy Smite</i> (1/day), <i>Remove Disease</i> (1/day) 9-10 <i>Dispel Evil</i> (1/day) 11-12 <i>Holy Word</i> (1/day) 13-14 <i>Hallow</i> (1/day), <i>Holy Aura</i> (3/day) 15-16 <i>Mass Charm Monster</i> (1/day) 17-18 <i>Summon Monster IX (celestials only)</i> (1/day) 19+ <i>Resurrection</i> (1/day)</p>
<p>Half-Fiend (sentient creature who has a Fiend as one parent) (MM p148)</p>	<p>Look hideous, often with dark scales, horns, and often bat wings. Can be applied to any living, corporeal creature with at least a 4 Intelligence & a non-Good alignment</p>	<p>Becomes an ‘Outsider (native)’ Always has an Evil alignment All have bat wings which allows Flying (average maneuverability) at the creature’s ground speed. Base Skill Points are now (8+Int mod) * (Racial HD+3) Natural Armor bonus increases by +1 Str +4 Dex +4 Con +2 Int +4 Cha +2 Level Adjustment +4 up to 5 HD, CR +1 6-10 HD, CR +2 11+HD, CR +3</p>	<p>Darkvision 60’. Immune to Poison. Spell Resistance of HD + 10 (max. 35). Smite Good – If a designated normal melee attack hits, it does +HD damage (max. +20) to a Good target. Usable once per day. Natural Weapons are considered ‘magic’ for purposes of overcoming another creature’s Damage Reduction. if 11HD or less, gain Damage Reduction 5/magic. if 12HD or more, gain Damage Reduction 10/magic. Acid, Cold, Electricity, & Fire Resistance 10. Gain Claw (<u>Damage Category 6</u>) & Bite (<u>Damage Category 4</u>). If the base creature’s Intelligence or Wisdom is 8+ or the base creature has at least two spell-like abilities, it can use the following abilities (DC is Charisma-based): <u>HD</u> <u>Spell-Like Ability</u> 1-2 <i>Darkness</i> (3/day) 3-4 <i>Desecrate</i> (1/day) 5-6 <i>Unholy Blight</i> (1/day) 7-8 <i>Poison</i> (3/day) 9-10 <i>Contagion</i> (1/day) 11-12 <i>Blasphemy</i> (1/day) 13-14 <i>Unholy Aura</i> (3/day), <i>Unhallow</i> (1/day) 15-16 <i>Horrid Wilting</i> (1/day) 17-18 <i>Summon Monster IX (fiends only)</i> (1/day) 19+ <i>Destruction</i> (1/day)</p>

<u>Outsider Cross-Breed Templates</u>	Description	Stats	Other Effects
Half-Janni (born to one Janni parent & a humanoid) (DR313 p93)	Looks like its humanoid parent with ‘warm’ hued skin & a touch of red or gold. Inherited Template that can be added to any Humanoid.	Gain <u>Feat: Improved Initiative</u> . Str +2 Dex +2 Int +2 Wis +2 Natural Armor +1 Level Adjustment +3 CR +1	Planar Jaunt, 1/day – the Half-Janni and any willing creatures may travel to an Elemental, Astral, or other Material plane for one minute per Racial HD, after which all return to their original locations. Gain Fire Resistance 5. Gains Charisma-based spell-like abilities, cast at Racial HD level: <i>Enlarge Person</i> , 1/day. <i>Invisibility</i> , 1/day. <i>Reduce Person</i> , 1/day. <i>Speak with Animals</i> , 1/day.
Half-Rakshasa (born to one Rakshasa parent & a humanoid) (DR313 p96)	Has fur and claws. Inherited Template that can be added to any Humanoid of Small-size to Large-size.	Often has an Evil alignment. Dex +2 Con +2 Cha +2 Natural Armor +4 Level Adjustment +3 CR +1	Gain two <u>Damage Category 4</u> Claw attacks. +10’ movement. Damage Reduction 5 / magic or piercing. Gains Charisma-based spell-like abilities, cast at Racial HD level: <i>Empathy</i> , at will. <i>Disguise Self</i> , 3/day.

Dragon Cross-Breeds

<u>Dragon Cross-Breed Templates</u>	Description	Stats	Other Effects																																	
Half-Dragon (sentient creature who has a Dragon as one parent) (MM p146)	They have scales, reptilian eyes, enlarged teeth & claws, and often reptilian wings. Inherited Template that can be added to any living, corporeal creature.	Becomes a ‘Dragon’ Increased hit die type (up to d12) Half-Dragons of Large-size or greater have reptilian wings which allow Flying (Average maneuverability) at twice the base creature’s ground speed (max 120’). Natural Armor bonus improves by +4 Str +8 Con +2 Int +2 Cha +2 Level Adj +3 CR +2 (min CR of 3)	Low-light vision. Darkvision 60’. Immune to sleep & paralysis effects. Gain two Claw (<u>Damage Category 4</u>) & one Bite (<u>Damage Category 6</u>) attacks. Base Skill Points are now (6+Int mod) * (Racial HD+3). Gain a breath weapon matching its parent, usable once per day. It does 6d8 damage and the DC is Constitution-based. <table border="1"> <thead> <tr> <th>Type</th> <th>Breath Weapon</th> <th>Immune to...</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>60’ Line of Acid</td> <td>Acid</td> </tr> <tr> <td>Blue</td> <td>60’ Line of Electricity</td> <td>Electricity</td> </tr> <tr> <td>Brass</td> <td>60’ Line of Fire</td> <td>Fire</td> </tr> <tr> <td>Bronze</td> <td>60’ Line of Electricity</td> <td>Electricity</td> </tr> <tr> <td>Copper</td> <td>60’ Line of Acid</td> <td>Acid</td> </tr> <tr> <td>Gold</td> <td>30’ Cone of Fire</td> <td>Fire</td> </tr> <tr> <td>Green</td> <td>30’ Cone of Acidic Gas</td> <td>Acid</td> </tr> <tr> <td>Red</td> <td>30’ Cone of Fire</td> <td>Fire</td> </tr> <tr> <td>Silver</td> <td>30’ Cone of Cold</td> <td>Cold</td> </tr> <tr> <td>White</td> <td>30’ Cone of Cold</td> <td>Cold</td> </tr> </tbody> </table>	Type	Breath Weapon	Immune to...	Black	60’ Line of Acid	Acid	Blue	60’ Line of Electricity	Electricity	Brass	60’ Line of Fire	Fire	Bronze	60’ Line of Electricity	Electricity	Copper	60’ Line of Acid	Acid	Gold	30’ Cone of Fire	Fire	Green	30’ Cone of Acidic Gas	Acid	Red	30’ Cone of Fire	Fire	Silver	30’ Cone of Cold	Cold	White	30’ Cone of Cold	Cold
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Fey Cross-Breeds

<u>Fey Cross-Breed Templates</u>	Description	Stats	Other Effects																						
<p>Half-Fey (living creatures who have Fey blood in them) (FF p89) (3.5up p24)+</p>	<p>The looks of a Half-Fey vary from creature to creature. Some are breathtakingly beautiful. Others are hideous. Also, some are obviously different from birth, while others seem like their base creature until later in life.</p> <p>Inherited Template that can be added to any living, corporeal creature.</p>	<p>Becomes a 'Fey'. Has d6 HD. Damage Reduction 5 / cold iron Alignment tend towards Chaotic Dex +2 Con -2 Wis +2 Cha +4 Level Adjustment +1 CR +1</p>	<p>Gains Butterfly Wings if the base creature did not already have wings. Flying speed is 2x fastest normal movement with Good maneuverability. Gains Low-Light Vision. Immune to Enchantment spells & effects. <i>Charm Person</i>, at will. If Cha or Wis is 8+, can use the following abilities at least 1/day.</p> <table border="0"> <tr> <td>HD</td> <td>Ability</td> </tr> <tr> <td>1-2</td> <td><i>Hypnotism</i>, 1/day; <i>Faerie Fire</i> –or– <i>Glitterdust</i>, 1/day</td> </tr> <tr> <td>3-4</td> <td><i>Detect Law</i>, 3/day, <i>Sleep</i> –or– <i>Enthrall</i>, 1/day</td> </tr> <tr> <td>5-6</td> <td><i>Protection from Law</i>, 3/day; <i>Tasha's Hideous Laughter</i> or <i>Suggestion</i>, 1/day</td> </tr> <tr> <td>7-8</td> <td><i>Confusion</i> –or– <i>Emotion</i>, 1/day</td> </tr> <tr> <td>9-10</td> <td><i>Eyebite</i> –or– <i>Lesser Geas</i>, 1/day</td> </tr> <tr> <td>11-12</td> <td><i>Dominate Person</i> –or– <i>Hold Monster</i>, 1/day</td> </tr> <tr> <td>13-14</td> <td><i>Mass Invisibility</i>, 1/day</td> </tr> <tr> <td>15-16</td> <td><i>Geas/Quest</i> –or– <i>Mass Suggestion</i>, 1/day</td> </tr> <tr> <td>17-18</td> <td><i>Insanity</i> –or– <i>Mass Charm</i>, 1/day</td> </tr> <tr> <td>19+</td> <td><i>Otto's Irresistible Dance</i>, 1/day</td> </tr> </table>	HD	Ability	1-2	<i>Hypnotism</i> , 1/day; <i>Faerie Fire</i> –or– <i>Glitterdust</i> , 1/day	3-4	<i>Detect Law</i> , 3/day, <i>Sleep</i> –or– <i>Enthrall</i> , 1/day	5-6	<i>Protection from Law</i> , 3/day; <i>Tasha's Hideous Laughter</i> or <i>Suggestion</i> , 1/day	7-8	<i>Confusion</i> –or– <i>Emotion</i> , 1/day	9-10	<i>Eyebite</i> –or– <i>Lesser Geas</i> , 1/day	11-12	<i>Dominate Person</i> –or– <i>Hold Monster</i> , 1/day	13-14	<i>Mass Invisibility</i> , 1/day	15-16	<i>Geas/Quest</i> –or– <i>Mass Suggestion</i> , 1/day	17-18	<i>Insanity</i> –or– <i>Mass Charm</i> , 1/day	19+	<i>Otto's Irresistible Dance</i> , 1/day
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<p>Half-Nymph (born to one Nymph parent & a humanoid) (DR313 p95)</p>	<p>Always beautiful, vibrant, & graceful. Inherited Template that can be added to any Humanoid.</p>	<p>Usually has a Chaotic alignment. Dex +2 Int +2 Wis +2 Cha +4 Level Adjustment +2 CR +2</p>	<p>Gain Low-Light Vision. Considered a Fey when targeted with Enchantments, trying to activate Fey-specific magic items, etc. Awesome Beauty – any Humanoid within 30' who looks at the Half-Nymph is Shaken (WillNeg, DC is Charisma-based) for 1 minute. Continued looking results in additional saves, the failure of which resets the duration. The Half-Nymph can suppress or resume this ability as a Free Action. This is a [mind][fear] effect.</p>																						
<p>Half-Satyr (born to one Satyr parent & a humanoid) (DR313 p96)</p>	<p>Rugged, with dark, curly hair and heavy foreheads or small horns. Inherited Template that can be added to any Humanoid of Small to Large-size.</p>	<p>Often has a Chaotic alignment. Natural Armor +2 Level Adjustment +1 CR +0</p>	<p>Gains a <u>Damage Category 4</u> Head Butt attack. Gain Low-Light Vision. Considered a Fey when targeted with Enchantments, trying to activate Fey-specific magic items, etc. +2 Racial bonus to Hide, Listen, Move Silently, Perform (any one), and Spot checks.</p>																						

Monstrous Humanoid Cross-Breeds

<u>Monstrous Humanoid Cross-Breed Templates</u>	Description	Stats	Other Effects
<p>Half-Doppelganger (born to one doppelganger parent & one humanoid) (DR313 p93)</p>	<p>Looks like its humanoid parent until its first change, then its gray-skinned form can be seen in while it is changing. Inherited Template that can be added to any Humanoid.</p>	<p>Gains the 'shapechanger' subtype. +2 Racial bonus to Bluff and Disguise checks. Gain Feat: <u>Alertness</u>. Immune to <i>Sleep</i> and Charm effects. Wis +2 CR +2</p>	<p>Alternate Forms – gains 3 alternate forms, which may be of any Medium or Small-sized Humanoid race & of either gender. Once chosen, they cannot be changed. This ability is similar to <i>Alter Self</i> cast at 9th level, but has unlimited duration and can be used as a Standard Action. Empathy, at will – Able to detect the emotions of an intelligent creature within close range (WillNeg, no SR). Save is Charisma-based. Gain a +2 Competence bonus on all Charisma-based checks made against a creature whose emotions are being monitored.</p>
<p>Half-Minotaur (born to one Minotaur parent & a giant, humanoid, or monstrous humanoid) (DR313 p94)</p>	<p>Upper body is covered with shaggy hair, while head has a snout & horns. Inherited Template that can be added to any Small-sized to Huge-sized Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Usually has a Chaotic alignment. Gain Feat: <u>Track</u>. Str +4 Con +2 Int -2 Wis +2 Natural Armor +2 Level Adjustment +1 if size increases, CR +1</p>	<p>If the Base Creature was of Small or Medium size, its size is increased by one category, with all the appropriate changes to its ability scores, etc., plus a +10' improvement to base movement. These changes are in addition to the bonuses and penalties listed. Darkvision 60'. Gain the Scent ability. +2 Racial bonus on Search, Spot, & Listen checks. Gain a <u>Damage Category 6</u> Gore attack. +4 bonus on checks to escape a <i>Maze</i> spell & always know which direction is North.</p>

Giant Cross-Breeds

Giant Cross-Breed Templates	Description	Stats	Other Effects
<p>Half-Ogre (born to one Ogre parent & a giant, humanoid, or monstrous humanoid) (DR313 p94)</p>	<p>Larger, cruder version of the base creature, with mottled skin, thick brown hair, & warts.</p> <p>Inherited Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Usually has an Evil alignment.</p> <p>Str +4 Int -2 Cha -2 Natural Armor +2 Level Adjustment +1 if size increases, CR +1</p>	<p>If the Base Creature was of Small or Medium size, its size is increased by one category, with all the appropriate changes to its ability scores, etc., plus a +10' improvement to base movement. These changes are in addition to the bonuses and penalties listed.</p> <p>Considered a Giant as well as its base creature type.</p> <p>Darkvision 60'.</p>
<p>Half-Scrag (a creature that is part Aquatic Troll, usually due to magical experimentation) (FF p94)</p>	<p>Gains many Aquatic Troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p> <p>Inherited Template that can be added to any Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider.</p>	<p>Becomes a 'Giant'.</p> <p>+4 improvement to Natural Armor Str +6 Dex +2 Con +6 Int -2 Cha -2 CR +2</p>	<p>Fast Healing 5, while immersed in water only. Swim speed 20'. Land speed is reduced by 5'. Darkvision 60'. Gain the Scent ability. Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>). If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>
<p>Half-Troll (a creature that is part Troll, usually due to magical experimentation) (FF p93)</p>	<p>Gains many Troll attributes, such as a pointy nose, long arms, greenish skin, and an insatiable hunger.</p> <p>Inherited Template that can be added to any Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider.</p>	<p>Becomes a 'Giant'.</p> <p>+4 improvement to Natural Armor Str +6 Dex +2 Con +6 Int -2 Cha -2 CR +2</p>	<p>Fast Healing 5. Darkvision 60'. Gain the Scent ability. Gain Claw (<u>Damage Category 6</u>), Bite (<u>Damage Category 4</u>). If both Claws hit, does a Rend attack that is 2x the damage dice of a Claw attack + 1½ Strength modifier.</p>

Undead Cross-Breeds

Undead Cross-Breed Templates	Description	Stats	Other Effects
<p>Fetch (usually occurs when a Ghost is allowed to impregnate the woman it loves with the blessing of a deity) (DR313 p62)</p>	<p>Physically weak looking person with pale, bluish, or ashen skin, sad eyes, and a melodious voice. Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Darkvision 60' Fly 30', with Perfect maneuverability Immune to energy drains, ability damage, ability drain, and the special attacks of Ghosts. +4 Racial bonus on Move Silent checks. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. Str -2 Dex +2 Con -2 Cha +2 Level Adjustment +5 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Fetch will rise as a Ghost. Spells such as <i>Detect Undead</i> will detect a Fetch as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Fetch will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Fetch takes no damage on a successful save and half damage on a failed save. Slow Aging – the Fetch ages at ¼th normal rate after it reaches maturity. A Fetch Cleric receives a +2 bonus to Turn or Rebuke Ghosts. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Fetch's HD causes the Fetch to receive a -4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Fetch, up to 10 rounds. If the attempt would have Destroyed or Commanded the Fetch, it is Stunned for 2d4 rounds. <i>Telekinesis</i>, every 1d4 rounds at Character level. Unnerving Gaze – a living creature who meets the Fetch's gaze is <u>Shaken</u> for 10 minutes (WillNeg, DC is Charisma-based). A successful save gives 24 hours of immunity from that Fetch's gaze. <i>Detect Undead</i> (incorporeal only), at will at Caster level. Ghost Form, 1/day – as a Full Round Action, the Fetch can release its spirit from its physical body, leaving it comatose. The ghost form carries no equipment. If destroyed, the spirit returns to its body & takes 1hp of damage per minute it was away. Otherwise, the spirit can return any time it wishes and reenter its body as a Full Round Action. Unnatural Aura – animals will not willingly approach closer than 15' to a Fetch & will panic if forced closer.</p>
<p>Gheden (one parent was a mindless undead, usually due to the tinkering of a Necromancer) (DR313 p63)</p>	<p>Gray, corpse-like skin, with hollow, black eyes. Often gaunt, but sometimes very muscular. Smell like recently dug dirt. Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Often Neutral Evil. Darkvision 60' +4 Racial bonus on Intimidate checks. Immune to energy drains attacks Immune to fear & confusion effects. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. Gain the Endurance, Diehard, & Toughness feats. Str +4 Dex -2 Con -2 Int -2 Cha -4 Level Adjustment +1 CR +0</p>	<p>When it dies, there is a 3% per HD chance the Gheden will rise as a mindless Undead (typically a Zombie). Spells such as <i>Detect Undead</i> will detect a Gheden as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Gheden will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Gheden takes no damage on a successful save and half damage on a failed save. Slow Aging – the Gheden ages at ¼th normal rate after it reaches maturity. A Gheden Cleric receives a +2 bonus to Turn or Rebuke mindless Undead. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Gheden's HD causes the Gheden to receive a -4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Gheden, up to 10 rounds. If the attempt would have Destroyed or Commanded the Gheden, it is Stunned for 2d4 rounds. Dead Nerves – Gheden have a minimal sense of touch and no sense of pain. Not effected by non-lethal damage, stunning, & death from massive damage. The Gheden receives a -8 penalty on skill checks involving touch (such as Open Lock), but receives a +4 bonus on Concentration checks to ignore damage. <i>Detect Undead</i> (mindless only), at will at Caster level.</p>

Undead Cross-Breed Templates	Description	Stats	Other Effects
<p>Ghul (a child who survived when its pregnant mother was turned into a Ghoul, Ghast, or a Lacedon) (DR313 p63)</p>	<p>Gaunt, leathery skin, sharp teeth, long tongues. Skin can be white, black, green, or even pale purple. Eyes are pupilless & often yellow, red, or green.</p> <p>Template that can be added to any Giant, Humanoid, or Monstrous Humanoid.</p>	<p>Often Chaotic Evil. Darkvision 60' +2 Racial bonus on Climb, Hide, Jump, and Move Silently checks. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. +4 Racial bonus on saves vs. non-ingested poisons. Immune to energy drains attacks, disease, ingested poisons, & the paralyzing attack of Ghouls, Ghosts, & Lacedons. Immune to odor-based attacks, including a Ghast's stench ability & <i>Stinking Cloud</i>. Str +2 Dex +4 Wis +4 Cha +2 Level Adjustment +3 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Ghul will rise as a Ghoul, Ghast, or Lacedon. Spells such as <i>Detect Undead</i> will detect a Ghul as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Ghul will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Ghul takes no damage on a successful save and half damage on a failed save. Slow Aging – the Ghul ages at ¼^h normal rate after it reaches maturity. A Ghul Cleric receives a +2 bonus to Turn or Rebuke Ghouls, Ghosts, and/or Lacedons. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Ghul's HD causes the Ghul to receive a –4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Ghul, up to 10 rounds. If the attempt would have Destroyed or Commanded the Ghul, it is Stunned for 2d4 rounds. Gains a <u>Damage Category 6</u> Bite attack. When making a Bite or Unarmed attack, the Ghul may attempt to Paralyze his/her opponent for 1d4+1 minutes (FortNeg, DC is Charisma-based). The Ghul may attempt this HD times per day. Elves are immune. Gruesome Hunger – After not eating the raw or rotten meat of an intelligent creature for 6 days, the Ghul must start making a Will save vs. DC 15 each day. Once it fails, it has 24 hours to eat 10% of its body weight of intelligent creature or its will be <u>Sickened</u> until it eats 50% of its body weight!</p>
<p>Katane (a child who has a Vampire as one of its parents) (DR313 p64)</p>	<p>Pale & slender, black hair, pronounced canine teeth, & slightly pointed ears</p> <p>Inherited Template that can be added to any Humanoid, Giant, or Monstrous Humanoid.</p>	<p>Often Chaotic Evil Darkvision 60' Immune to energy drains attacks & the Domination power of Vampires. +2 Racial bonus on saves vs. Fear, Poison, Disease, Paralysis, & spells from the Necromancy school. +4 Racial bonus on Bluff, Hide, Listen, Move Silently, & Spot checks. Gain Improved Initiative feat. Cold Resistance 5. Electricity Resistance 5. Damage Reduction 5 / silver Str +2 Dex +2 Cha +2 Level Adjustment +4 CR +1</p>	<p>When it dies, there is a 3% per HD chance the Katane will rise as a Vampire. Spells such as <i>Detect Undead</i> will detect a Katane as if it were an Undead of half its HD. Fortification – there is a 50% chance that any Sneak Attack and/or Critical Hit on the Katane will be negated. Does not stack with other forms of Fortification. When saving against Negative Energy damage (such as from an <i>Inflict Wounds</i> spell), the Katane takes no damage on a successful save and half damage on a failed save. Slow Aging – the Katane ages at ¼th normal rate after it reaches maturity. A Katane Cleric receives a +2 bonus to Turn or Rebuke Vampires. Takes 1d4 damage from a direct hit of Holy Water. Vulnerability to Turning – A turning attempt that would Turn or Rebuke an Undead of half the Katane's HD causes the Katane to receive a –4 penalty on attacks, saves, skill checks, & ability checks until the 'turner' attacks the Katane, up to 10 rounds. If the attempt would have Destroyed or Commanded the Katane, it is Stunned for 2d4 rounds. If it has pinned a foe, the Katane can drink its blood, causing 1d4 Constitution Drain per round & gaining 5 Temporary HP. Blood Hunger – if the Katane has not drunk blood for 3 days, it must start making Will saves vs. DC 15 every day. When it fails, it has until the next sunrise to drink blood or he/she will take a cumulative –1 Morale penalty each day to attacks, checks, and saves until blood is drunk. <i>Charm Person</i>, Charisma modifier times per day (min 1) at Character level. DC is Charisma-based. <i>Spider Climb</i>, at will. Light Sensitivity – <u>Dazzled</u> by bright sunlight or within the radius of a <i>Daylight</i> spell. Can sense Vampire, Vampire Spawn, Katane, & other Undead who feed on blood within 200'.</p>

Denizen Templates

Denizens are the “echoes” of aberrations, animals, beasts, magical beasts, plants, & vermin on other planes of existence.

Elemental Plane Denizens

Elemental Plane Denizen Templates	Description	Stats	Other Effects															
Air Elemental Creature (version of normal creatures that live on the Air Elemental Plane) (MotP p191)(3.5sup p26)+	Appear to be solid clouds in the shape of their base creature. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.	Becomes an ‘Elemental (air)’ Fly 100’ (Perfect maneuverability) Has d8 hit dice Darkvision 60’ Dex +6 Level Adj +4 if 3-7 HD, CR +1 if 8+ HD, CR +2	Airborne creatures are –1 to attack & damage against you. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Auran if Intelligence is 4+. Gain Feat: Flyby Attack. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	—	8-11	5 / magic	12+	10 / magic							
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Cold Elemental Creature (version of normal creatures that live on the Ice Elemental Plane) (MotP p195)(3.5sup p26)+	Appear similar to their originals, but made from ice & snow, with icicles for teeth. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin..	Becomes an ‘Elemental (cold)’ Has d8 hit dice Darkvision 60’ Natural Armor +3 Level Adj +5 if 3-7 HD, CR +1 if 8+ HD, CR +2	Does extra cold damage based on hit dice (see below) when it hits with natural weapons. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Auran or Aquan if Intelligence is 4+. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	1-3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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Earth Elemental Creature (version of normal creatures that live on the Earth Elemental Plane) (MotP p192)(3.5sup p26)+	Appear to be moving piles of dirt & rocks in the shape of their base creature. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.	Becomes an ‘Elemental (earth)’ Burrows like a Xorn at the creature’s base speed or 20’, whichever is higher. Has d8 hit dice. Darkvision 60’ Natural Armor +3 Str +2 Dex –2 Level Adj +4 if 3-7 HD, +1 CR if 8+ HD, +2 CR	Gain a +1 bonus to attack & damage if both you and your opponent are both touching the ground. If your opponent is in the air or water, suffer a –4 penalty on attack & damage. Aware of anything in contact with the ground within 60’. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Terran if Intelligence is 4+. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	—	8-11	5 / magic	12+	10 / magic							
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Fire Elemental Creature (version of normal creatures that live on the Fire Elemental Plane) (MotP p193)(3.5sup p26)+	Appear similar to their base creatures, but bathed in flame or charred. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.	Becomes an ‘Elemental (fire)’ Has d8 hit dice. Darkvision 60’ Level Adj +5 +1 CR if 3-7 HD +2 CR if 8+ HD	Does extra fire damage based on hit dice (see below) when it hits with natural weapons. Also, the target must make a Reflex save vs. DC 7 + HD to avoid catching fire for 1d4 rounds (see DMG chapter 3). The same applies if you are attacked with someone else’s natural weapons. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Ignan if Intelligence is 4+. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Extra Damage</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>1d4</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>1d6</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>2d6</td> </tr> </tbody> </table>	HD	Damage Reduction	Extra Damage	1-3	—	—	4-7	—	1d4	8-11	5 / magic	1d6	12+	10 / magic	2d6
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Water Elemental Creature (version of normal creatures that live on the Water Elemental Plane) (MotP p194)(3.5sup p26)+	Appears similar to its base creature, but made from water. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.	Becomes an ‘Elemental (water)’ Has d8 hit dice Darkvision 60’ Swim 90’ Level Adj +5 if 3-7 HD, CR +1 if 8+ HD, CR +2	Gain a +1 bonus to attack & damage if both you and your opponent are both touching water. Can put out fires, including magical fires on a dispel magic roll. If you or your opponent are on land, suffer a –4 penalty on attack & damage. Immune to poison, sleep, paralysis, stunning, & critical hits. Speak Aquan if Intelligence is 4+. <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-7</td> <td>—</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> </tr> </tbody> </table>	HD	Damage Reduction	1-7	—	8-11	5 / magic	12+	10 / magic							
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<u>Elemental Plane Denizen Templates</u>	Description	Stats	Other Effects
Wood Elemental Creature (version of normal creatures that live on the Wood Elemental Plane) (MotP p196)(3.5up p26)+	Appear similar to their originals, but made from wood, branches, and leaves. Inherited Template that can be added to any corporeal Aberration, Animal, Magical Beast, Plant, or Vermin.	Becomes an ‘Elemental (wood)’ Has d8 hit dice Darkvision 60’ Ground speed is halved Level Adj +5 if 3-7 HD, CR +1 if 8+ HD, CR +2	May launch wooden spikes up to 120’ without range penalty. Each spike does 1d6 + Str modifier. The creature may launch its HD in spikes per day. Aware of anything in contact with plants within 60’. Immune to poison, sleep, paralysis, stunning, & critical hits. Immune to polymorphing and mind-influencing effects Speak Sylvan & Treant if Intelligence is 4+. <u>HD</u> <u>Damage Reduction</u> 1-7 — 8-11 5 / magic 12+ 10 / magic

Inner Plane Denizen

<u>Inner Plane Denizen Templates</u>	Description	Stats	Other Effects
Shadow Creature (shadowy distorted versions of corporeal creatures from the Material Plane) (MotP p190)(3.5up p26)+	Appear similar to the original, but looks distorted and washed out. Inherited Template that can be added to any corporeal creature.	Becomes a ‘Magical Beast’ +50% movement +6 bonus on Move Silently checks Darkvision 60’ Low-light vision. Level Adj +2 CR +1	Cold resistance 5 +1 per HD (max. 20). Shadow Blend – As long as the Shadow Creature is not in full daylight (or a <i>Daylight</i> spell), it can blend into the shadows, gaining Total Concealment. <u>One</u> of the following per 4 HD (round up): • +2 Luck bonus on all saving throws. • <i>Cause Fear</i> at 5 th , usable once per day. • Damage Reduction 5/magic. • Evasion. • <i>Mirror Image</i> at 5 th , usable once per day. • <i>Plane Shift (self only)</i> at 15 th to / from the Plane of Shadows, usable once per day. • Fast Healing 2.

Outer Plane Denizens

Outer Plane Denizen Templates	Description	Stats	Other Effects																				
<p>Celestial Creature (version of corporeal living creatures that are associated with the Good planes) (MM p31)</p>	<p>Appear similar to their originals, but more beautiful & often with metallic coloring. Can be applied to Good or Neutral-aligned Corporeal Animals, Aberrations, Dragons, Fey, Giants, Humanoids, Magical Beasts, Monstrous Humanoids, Plants, & Vermin</p>	<p>Animals & Vermin becomes Outsiders; others keep original Creature Type. Gain the ‘Extraplanar’ trait. Always Good Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Evil – If a designated normal attack hits, it does +HD damage (max. +20) to a evil target. Usable once per day. Spell Resistance of HD + 5 (max. 25).</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Acid, Cold, & Electricity Resistance</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>20</td> </tr> </tbody> </table> <p>If the creature gains Damage Reduction, its natural weapons are considered ‘magic’ for purposes of overcoming other creature’s Damage Reduction.</p>	HD	Damage Reduction	Acid, Cold, & Electricity Resistance	1-3	—	5	4-7	5 / magic	10	8-11	5 / magic	15	12+	10 / magic	20					
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<p>Fiendish Creature (version of corporeal living creatures that are associated with the Evil planes) (MM p107)</p>	<p>Appear similar to their originals, but twisted, with horns, tails, hooves, scales, or other deformities. Can be applied to Evil or Neutral-aligned Corporeal Animals, Aberrations, Dragons, Fey, Giants, Humanoids, Magical Beasts, Monstrous Humanoids, Oozes, Plants, & Vermin</p>	<p>Animals & Vermin becomes Outsiders; others keep original Creature Type. Gain the ‘Extraplanar’ trait. Always Evil Minimum Intelligence of 3 Darkvision 60’ if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Good – If a designated normal attack hits, it does +HD damage (max. +20) to a good target. Usable once per day. Spell Resistance of HD + 5 (max. 25).</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Cold & Fire Resistance</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> <td>10</td> </tr> <tr> <td>8-11</td> <td>5 / magic</td> <td>15</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>20</td> </tr> </tbody> </table> <p>If the creature gains Damage Reduction, its natural weapons are considered ‘magic’ for purposes of overcoming other creature’s Damage Reduction.</p>	HD	Damage Reduction	Cold & Fire Resistance	1-3	—	5	4-7	5 / magic	10	8-11	5 / magic	15	12+	10 / magic	20					
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<p>Axiomatic ‘Perfect’ Creature (version of corporeal living creatures that are associated with the Lawful planes) (MotP p197)(3.5up p26)+</p>	<p>Appear similar to their originals, but without randomness, having cleaner lines & symmetry. Can be applied to any corporeal creature of Lawful or Neutral alignment.</p>	<p>Animals become Magical Beasts, other keep their original Creature Type. Always Lawful. Minimum Intelligence of 3 Darkvision 60’ Level Adj +4 if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Chaos – If a designated normal attack hits, it does +HD damage (max. +20) to a chaotic target. Usable once per day. Spell Resistance of 2 x HD (max. 25). Linked Minds with all other Axiomatic creatures of a particular type within 300’. None can be flanked or flat-footed unless they all are.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Acid, Cold, & Electricity Resistance</th> </tr> </thead> <tbody> <tr> <td>up to 11</td> <td>5</td> </tr> <tr> <td>12+</td> <td>10</td> </tr> </tbody> </table>	HD	Acid, Cold, & Electricity Resistance	up to 11	5	12+	10														
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<p>Anarchic ‘Unfinished’ Creature (version of corporeal living creatures that are associated with the Chaotic planes) (MotP p198)(3.5up p26)+</p>	<p>Appear similar to their originals, but with blotchy skin/fur, and an asymmetric look. Can be applied to any corporeal creature of Chaotic or Neutral alignment.</p>	<p>Animals become Magical Beasts, other keep their original Creature Type. Always Chaotic Minimum Intelligence of 3 Darkvision 60’ Level Adj +5 if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p>Smite Law – If a designated normal attack hits, it does +HD damage (max. +20) to a lawful target. Usable once per day. Immune to polymorphing & petrification.</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> <th>Acid, Cold, & Electricity Resistance</th> <th>Fast Healing</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> <td>5</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>—</td> <td>10</td> <td>1</td> </tr> <tr> <td>8-11</td> <td>—</td> <td>15</td> <td>3</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>20</td> <td>5</td> </tr> </tbody> </table>	HD	Damage Reduction	Acid, Cold, & Electricity Resistance	Fast Healing	1-3	—	5	—	4-7	—	10	1	8-11	—	15	3	12+	10 / magic	20	5
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Distant Plane Denizen

<u>Distant Plane Denizen Templates</u>	Description	Stats	Other Effects															
<p>Pseudonatural (creatures from beyond known space who are masquerading as recognizable creatures) (MotP p212)(3.5sup p26)+ (CArc p160)</p>	<p>Looks & acts like the normal creature that it poses as, until it transforms into a mass of tentacles. Can be applied to any corporeal creature.</p>	<p>Becomes an ‘Outsider’. Minimum Int of 3. if 4-7 HD, CR +1 if 8+ HD, CR +2</p>	<p><i>True Strike</i>, 1/day. Spell Resistance of 2 x HD (max. 25). As a Standard Action, the creature can make itself look grotesque. This doesn’t change its abilities, but all opponents receive a -1 Morale penalty on attacks against it.</p> <table border="1" data-bbox="954 426 1333 569"> <thead> <tr> <th></th> <th><u>Damage Reduction</u></th> <th><u>Electricity & Acid Resistance</u></th> </tr> </thead> <tbody> <tr> <td>HD</td> <td></td> <td></td> </tr> <tr> <td>1-3</td> <td>—</td> <td>5</td> </tr> <tr> <td>4-11</td> <td>5 / magic</td> <td>5</td> </tr> <tr> <td>12+</td> <td>10 / magic</td> <td>10</td> </tr> </tbody> </table>		<u>Damage Reduction</u>	<u>Electricity & Acid Resistance</u>	HD			1-3	—	5	4-11	5 / magic	5	12+	10 / magic	10
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Illness Templates

Lycanthropes

Lycanthrope Templates	Description	Stats	Other Effects
Lycanthrope – <u>Common</u> (hybrid animal / humanoid that are either born that way (Natural) or are infected with it (Afflicted)) (MM p175)	Acquired or Inherited Template that is applied a Humanoid or Giant (<u>base creature</u>) and an Animal (<u>base animal</u>). The <u>base creature</u> and <u>base animal</u> must be within one size category (larger or smaller) of each other.	Keeps the creature type of the <u>base creature</u> & gains the (shapechanger) subtype. Has the HD & hit-points of the <u>base creature</u> and the <u>base animal</u> (each of which have a different Con mod). Base Attack Bonus is the <u>base creature's</u> BAB + the <u>base animal's</u> BAB. Base Save Bonuses are the <u>base creature's</u> BSB + the <u>base animal's</u> BSB. Wisdom +2. In all forms, use the <u>base creature's</u> Ability Scores, modified by the values listed Level Adjustment +2 for Afflicted & +3 for Natural CR set by <u>base animal's</u> HD: up to 2 HD - +2 CR 3-5 HD - +3 CR 6-10 HD - +4 CR 11-20 HD - +5 CR 21+ HD - +6 CR	A Natural Lycanthrope that bites a victim whose size is within one category of its Animal Form can pass on the disease of Lycanthropy (FortNeg DC15). Able to change from one of its forms to another as a Standard Action. Its equipment is not effected & it does not heal. Able to communicate with normal & dire versions of its <u>base animal</u> , gaining a +4 Racial bonus on checks to influence the animal's attitude. Gain Low-Light Vision & Scent abilities. Gain Feat: <u>Iron Will</u> . Gains (2 + Int mod) skill points for each HD of its <u>base animal</u> . Keeps the Racial bonuses to skills of <u>base creature</u> and <u>base animal</u> Keeps the <u>base animal's</u> feats, though if the Humanoid form does not qualify for them, they are not available in that form.
Lycanthrope – Humanoid Form		Natural Armor bonus increases by +2.	Able to cast spells normally.
Lycanthrope – Hybrid Form		Natural Armor bonus is the better of its Humanoid form or its Animal Form. Size is the larger of the <u>base creature</u> & <u>base animal</u> . Has the <u>base creature's</u> speed. Str +(base animal's Str – 10) Dex +(base animal's Dex–10) Con +(base animal's Con–10)	Gains one bite (<u>Category 6</u>) & two claw (<u>Category 4</u>) attacks. Able to cast spells that do <u>not</u> have verbal components. Natural Lycanthropes gain Damage Reduction 10/silver. Afflicted Lycanthropes gain Damage Reduction 5/silver.
Lycanthrope – Animal Form		Natural Armor bonus increases by +2. Str +(base animal's Str – 10) Dex +(base animal's Dex–10) Con +(base animal's Con–10)	Able to cast spells that do <u>not</u> have verbal, somatic, or material components (due to metamagics). Natural Lycanthropes gain Damage Reduction 10/silver. Afflicted Lycanthropes gain Damage Reduction 5/silver.

Examples of some common Lycanthropes

Name	Base Animal	Ability modifiers for Hybrid & Animal Forms	Preferred Alignment
Werebear	Brown Bear	Str +16, Dex +2, Con +8	Lawful Good
Wereboar	Boar	Str +4, Con +6	Neutral
Wererat	Dire Rat	Dex +6, Con +2	Chaotic Evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic Evil
Dire Wereboar	Dire Boar	Str +16, Con +6	Neutral

Dragon Psychosis

Dragon Psychosis Templates	Description	Stats	Other Effects
<p>Nameless (a Dragon so paranoid that it has removed every reference to itself, killed/out-lived anyone who knew it, has no friends, & has even forgotten its own name) (DR313 p75)</p>	<p>Seldom speaks, only goes out on the darkest of nights. Acquired Template that can be added to any True Dragon of at least Adult age.</p>	<p>–10 penalty to all Intelligence-based skills. +10 Racial bonus to Hide & Move Silently checks. CR –1 per 5 spell caster level lost –or– +1 if base creature had no spellcasting</p>	<p>Looses all spell-casting & spell-like abilities. <i>Nondetection</i>, always on at 20th level. Immune to all Mind-Affecting Effects. If its name is spoken within a 100 mile radius, the Nameless dragon knows the direction & distance to the location where its name was said, though it forgets in 1 day if not acted upon. +5 Spell Resistance (min 15). The DC of any Bardic Knowledge, Gather Information, or Knowledge check to learn information about the Nameless dragon is equal to the dragon's new Spell Resistance.</p>
<p>Ravening (a Dragon who eat everything in sight, which gives it extra energy to breath more often & has excess energy oozing from its very body) (DR313 p77)</p>	<p>Always hungry, never stops hunting. Acquired Template that can be added to any True Dragon.</p>	<p>+2 DC to breath weapon. Str +4 Wis –4 CR +1, –1 per 4 Constitution points last due to hunger</p>	<p>May use its breath weapon for 3 consecutive rounds, then it must wait for 1d4 rounds before it can start again. Any creature that attacks the Ravening Dragon with a non-reach weapon takes 1d6 + 1 per Caster level (max 1d6+15) damage of the same type as the Dragon's breath weapon. Must eat its own size category in food <u>each day</u>. Each size category smaller counts as 1/4th as much food. For example, a Huge Dragon must eat a Huge creature, 4 Large creature, 16 Medium creatures, etc., or a combination thereof. Each day it does not eat enough, the Dragon takes 1 point of Constitution <u>Drain</u> which is never restored except through magic. A hungry Ravening Dragon eats without any control.</p>
<p>Riddled (a Dragon who has become obsessed with puzzles, riddles, etc.) (DR313 p78)</p>	<p>Talks regularly, but seldom stays on one topic for long. Acquired Template that can be added to any True Dragon.</p>	<p>Always Lawful. Gains the 'lawful' subtype. Int +6 Wis –4 CR +0</p>	<p>+4 bonus on save vs. Mind-Affecting spells & effects. Although it casts spells as a Sorcerer, the Riddled Dragon's bonus spells & spell DC's are based on its Intelligence, not Charisma. Also, it looses one spell slot from each level. If an opponent succeeds in beating the Riddled Dragon in an opposed Knowledge check (in which it has taken ranks), the Dragon become lost in thought for 1d10 rounds, though a threat will break it out of its state. A Riddled Dragon must make 3 Intelligence checks vs. DC 20 to escape a <i>Maze</i> spell.</p>
<p>Spellhoarding (a Dragon obsessed with spells, whose knowledge of magic is not intuitive, but carefully learned. Such a Dragon behaves as a Wizard, using its own scales as its spellbook) (DR313 p79)</p>	<p>Scales are inscribed with magic runes. Acquired Template that can be added to any True Dragon whose Intelligence is at least 3 higher than the norm, at least one Caster level, and maximum ranks in Knowledge (arcana).</p>	<p>+5 Racial bonus on Spellcraft checks. Gains the Eschew Materials and Scribe Scroll feats. Int +2 Wis –4 CR +0</p>	<p>Memorizes and casts spells as a Wizard (instead of a Sorcerer). Instead of a spellbook, the Spellhoarding Dragon inscribes its spells on its own scales. These spells can also be used by the Dragon similarly to scrolls (which destroyed that inscription of the spell), up to (Caster level + Intelligence modifier) spells per day. Also, the Dragon can consume an inscribed spell to supply 20 XP or 100 gp of components to a spell. Spellcatching – the Spellhoarding Dragon readies to counter-spell, but with any spell of higher level with the same school or which has a descriptor in common. If successful, the Dragon expends a gems worth 100 gp per spell level (or consumes the appropriate amount of runes from its Spellhoard). If all steps are followed, the spell is counted and is added to the Dragon's Spellhoard.</p>
<p>Wandering (a sleepwalking Dragon, who cannot rest normally and is surrounded by an area of waking dreams) (DR313 p81)</p>	<p>A cloud of illusions with an unfocused Dragon in the middle Acquired Template that can be added to any True Dragon.</p>	<p>–10 Racial penalty to all Listen, Search, & Spot checks. Dex +6 Con –4 CR +0</p>	<p>The Wandering Dragon has half the normal number of spells that is can cast each day. <i>Haste</i> (self only), 3/day as a Free Action at Caster level (Dragons with no Caster level to not gain this ability). Spontaneous Illusions – the Wandering Dragon is always surrounded by an area of ever-changing illusions in a radius of 10' per HD. All attacks (including the Dragon's) within this area of effect have a 20% Miss Chance. All creatures in the area receive a –4 penalty on all Strength-based, Dexterity-based, & Constitution-based skill checks.</p>

Infections

Infection-Based Templates	Description	Stats	Other Effects
<p>Wendigo (transformed into a cannibalistic monster by the bite of another Wendigo) (FF p187) (3.5up p24)+</p>	<p>Looks feral & wild-eyed, with sharp teeth, matted hair, and bloody stumps instead of feet.</p> <p>Acquired Template that can be added to any Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Becomes a 'Fey (cold)'. Hit Die changes to d6. Always Chaotic Evil Damage Reduction 5 / cold iron. Flying speed 120' (perfect maneuverability), unless base flying speed was higher. Looses <u>all</u> other movement speeds, including land. +8 Racial bonus to Hide, Move Silently, & Survival checks.</p> <p>Str +4 Dex +8 Con +4 Wis +2 Cha +4 CR +2</p>	<p>Gains a Deflection bonus to AC equal to its Charisma modifier (minimum 1). Bite attack becomes <u>Damage Category 6</u>, which threatens a critical on 18-20, & if confirmed, does x3 damage + 3 points per round of bleeding damage (magic healing or Heal check vs. DC 10 to stop). All other natural attacks are lost. Gains Feat: <u>Track</u>. <u>SA</u>: Bite attack expose the target to the disease Wendigo's Hunger (DC = 10 + ½ HD + Constitution modifier) (incubation 1d3 days, 1d3 Wisdom + urge to kill & eat flesh of own race & then forget what happened (WillNeg DC = 10 + ½ HD + Charisma modifier)). If the target reaches Wisdom 0, he/she becomes a Wendigo. Maddening Whispers, 1/day – one target within 120' takes 1d3 Wisdom damage (WillNeg DC = 10 + ½ HD + Charisma modifier). Typically used while stalking in Wind Walk form. <u>SQ</u>: Corner of the Eye – while a Wendigo stalks a victim in Wind Walk form, the victim receives a –2 penalty on all Wisdom-based skill checks. Regeneration 5, bypassed by Fire. <i>Wind Walk</i>, at will as a Move Action.</p>

Undead Templates

Mindless Undead

Mindless Undead Templates	Description	Stats	Other Effects																																																										
<p>Skeleton (animated bones) (MM p225)</p>	<p>Bones of the base creature. Can be applied to any corporeal creature (other than an undead) that has a skeletal system.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Looses all class levels. Has d12 HD. Cannot fly, unless the base creature fly magically. Dex +2 Con — Int — Wis 10 Cha 1 CR set by base creature's HD: <table border="1"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>½</td> <td>1/6</td> <td>8-9</td> <td>4</td> </tr> <tr> <td>1</td> <td>1/3</td> <td>10-11</td> <td>5</td> </tr> <tr> <td>2-3</td> <td>1</td> <td>12-14</td> <td>6</td> </tr> <tr> <td>4-5</td> <td>2</td> <td>15-17</td> <td>7</td> </tr> <tr> <td>6-7</td> <td>3</td> <td>18-20</td> <td>8</td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	½	1/6	8-9	4	1	1/3	10-11	5	2-3	1	12-14	6	4-5	2	15-17	7	6-7	3	18-20	8	<p>Keeps all natural weapons that do not require flesh. Looses all skills & feats. Base Attack Bonus = HD / 2. Base Fortitude Save = HD / 3. Base Reflex Save = HD / 3. Base Will Save = 2 + HD / 2. Gain <u>Feat: Improved Initiative</u>. Gain Damage Reduction 5 / bludgeoning. Immune to Cold. Gains the following abilities based on its size:</p> <table border="1"> <thead> <tr> <th rowspan="2">Size</th> <th colspan="2">Natural</th> <th colspan="2">Claw</th> </tr> <tr> <th>Armor</th> <th>Damage</th> <th>Size</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+0</td> <td>1</td> <td>Large</td> <td>+2 1d6</td> </tr> <tr> <td>Diminutive</td> <td>+0</td> <td>1</td> <td>Huge</td> <td>+3 1d8</td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>1d2</td> <td>Gargantuan</td> <td>+6 2d6</td> </tr> <tr> <td>Small</td> <td>+1</td> <td>1d3</td> <td>Colossal</td> <td>+10 2d8</td> </tr> <tr> <td>Medium</td> <td>+2</td> <td>1d4</td> <td></td> <td></td> </tr> </tbody> </table>	Size	Natural		Claw		Armor	Damage	Size	Dmg	Fine	+0	1	Large	+2 1d6	Diminutive	+0	1	Huge	+3 1d8	Tiny	+0	1d2	Gargantuan	+6 2d6	Small	+1	1d3	Colossal	+10 2d8	Medium	+2	1d4		
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<p>Zombie (animated corpse) (MM p265)</p>	<p>Rotting corpse of the base creature. Can be applied to any corporeal creature (other than an undead) that has a skeletal system.</p>	<p>Becomes an Undead. Keep subtypes that are not based on alignment or race. Always Neutral Evil. Looses all class levels. Has d12 HD. Str +2 Dex -2 Con — Int — Wis 10 Cha 1 CR set by base creature's HD: <table border="1"> <thead> <tr> <th>HD</th> <th>CR</th> <th>HD</th> <th>CR</th> </tr> </thead> <tbody> <tr> <td>½</td> <td>1/8</td> <td>8-11</td> <td>3</td> </tr> <tr> <td>1</td> <td>1/4</td> <td>12-14</td> <td>4</td> </tr> <tr> <td>2-3</td> <td>½</td> <td>15-16</td> <td>5</td> </tr> <tr> <td>4-5</td> <td>1</td> <td>17-20</td> <td>6</td> </tr> <tr> <td>6-7</td> <td>2</td> <td></td> <td></td> </tr> </tbody> </table> </p>	HD	CR	HD	CR	½	1/8	8-11	3	1	1/4	12-14	4	2-3	½	15-16	5	4-5	1	17-20	6	6-7	2			<p>Keeps all natural weapons & gains a Slam Attack. If the base creature could fly, the zombie can still fly, but its maneuverability becomes 'clumsy'. Can only make a single Move Action or Attack Action each round. It can only do both by making a Charge. Looses all skills & feats. Base Attack Bonus = HD / 2. Base Fortitude Save = HD / 3. Base Reflex Save = HD / 3. Base Will Save = 2 + HD / 2. Gain <u>Feat: Toughness</u>. Gains the following abilities based on its size:</p> <table border="1"> <thead> <tr> <th rowspan="2">Size</th> <th colspan="2">Natural</th> <th colspan="2">Slam</th> </tr> <tr> <th>Armor</th> <th>Damage</th> <th>Size</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+0</td> <td>1</td> <td>Large</td> <td>+3 1d8</td> </tr> <tr> <td>Diminutive</td> <td>+0</td> <td>1d2</td> <td>Huge</td> <td>+4 2d6</td> </tr> <tr> <td>Tiny</td> <td>+0</td> <td>1d3</td> <td>Gargantuan</td> <td>+7 2d8</td> </tr> <tr> <td>Small</td> <td>+1</td> <td>1d4</td> <td>Colossal</td> <td>+11 4d6</td> </tr> <tr> <td>Medium</td> <td>+2</td> <td>1d6</td> <td></td> <td></td> </tr> </tbody> </table>	Size	Natural		Slam		Armor	Damage	Size	Dmg	Fine	+0	1	Large	+3 1d8	Diminutive	+0	1d2	Huge	+4 2d6	Tiny	+0	1d3	Gargantuan	+7 2d8	Small	+1	1d4	Colossal	+11 4d6	Medium	+2	1d6		
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Intelligent Undead

Intelligent Undead Templates	Description	Stats	Other Effects
<p>Death Knight (martial champions of evil) (MM2 p207) (3.5sup p31)+</p>	<p>Decayed body in its original equipment, but with dots of orange light for eyes</p> <p>Acquired Template that can be applied to any Evil Humanoid 6th level or higher.</p>	<p>Becomes an Undead. Has d12 HD. Natural Armor bonus +5 (if better than base creature). DR 15 / magic. SR 20 + 1 per level above 10th Strength +4 Wisdom +2 Charisma +2 Constitution — CR +3</p>	<p>Touch attack does (1d8 + Charisma modifier) Negative Energy damage (Will½) plus 1 point of Constitution damage (WillNeg). Charisma-base DC.</p> <p>Fireball, 1 / day. Half the damage is Divine. Charisma-based DC.</p> <p><i>Fear</i>, to all within a 15' radius if they have 5HD or less. Charisma-based DC.</p> <p>2x HD in Undead followers, attracted from the surrounding area.</p> <p>Able to summon a mount with ½ the Death Knight's HD (often a Nightmare). If it is slain, the Death Knight must wait 1 year & 1 day for a replacement.</p> <p>Immune to Cold, Electricity, & Polymorph. Immune to Turning</p>
<p>Ghost (the spirit of a creature with unfinished business) (MM p117)</p>	<p>Translucent & often twisted with rage.</p> <p>Acquired Template that can be applied to any Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Plant.</p> <p>The original form must have had a Charisma of 6 or higher.</p>	<p>Becomes an Undead (Incorporeal). Has d12 HD. Base creature's movement becomes the Ghost's Flying speed (min 30') with Perfect Maneuverability. +4 Racial bonus on Hide, Listen, Search & Spot checks. Turn Resistance of +4 Constitution — Charisma +4 CR +2</p>	<p>Natural Armor bonus to AC – remains if the Ghost is attacked in the Ethereal Plane. If the Ghost uses its 'Manifest' ability, its Natural Armor bonus become +0, but it gains a Deflection bonus equal to its Charisma modifier.</p> <p>Manifestation – the Ghost may coexist on both the Ethereal & Material Planes. It may attack as an Incorporeal creature, pass through walls & armor, etc.</p> <p>If 'destroyed', the Ghost rejuvenates itself in 2d4 days by making a Level check vs. DC 16. The Ghost can only be "put to rest" by resolving the dilemma that causes it to return in the first place.</p> <p>Gain 1 – 3 of the following abilities (DC is 10 + ½HD+Cha mod):</p> <ul style="list-style-type: none"> - Corrupting Gaze: gaze attack (max 30') does 2d20 hp damage & 1d4 Charisma damage (FortNeg). - Corrupting Touch – 1d6 touch attack - Draining Touch – 1d4 damage to a random ability score & the Ghost heals 5hp. - Frightful Moan – All living creatures within 30' are <u>Panicked</u> for 2d4 rounds (WillNeg). - Horrific Appearance – Any creature within 60' that sees the Ghost takes 1d4 Strength damage + 1d4 Dexterity damage, + 1d4 Constitution damage (FortNeg) - Malevolence – <i>Magic Jar</i>, DC 15 + Cha modifier. - Telekinesis – <i>Telekinesis</i>, once per 1d4 rounds.
<p>Lich (a spellcaster who turned himself into an undead to gain immortality) (MM p166)</p>	<p>Gaunt & skeletal whose empty eye-sockets burn with crimson points of light.</p> <p>Can be applied to any Humanoid whose caster level is 11+ & has Phylactery (MM p168)</p>	<p>Becomes an Undead. Must have an Evil alignment Has d12 HD. Natural Armor +5. Turn Resistance +4. Con — Int +2 Wis +2 Cha +2 Level Adjustment +4 CR +2</p>	<p>Gain Fear Aura – Creatures up to 4HD within 60' are effected by <i>Fear</i>. A successful save protects the target for 24 hours.</p> <p>Gains a touch attack that does 1d8+5 negative energy damage (Will½) and <u>permanently</u> paralyzes the target (FortNeg). The paralysis can be removed by <i>Remove Paralysis</i>, <i>Remove Curse</i>, etc. If paralyzed, the target seems dead (Heal check vs. DC15 or Spot check vs. DC20 to tell otherwise).</p> <p>Gain Damage Reduction 15 / (bludgeoning <u>and</u> magic). Natural weapons count as magic again a lich.</p> <p>Immune to Cold & Electricity. Immune to Polymorphing attacks & Mind-Affecting attacks. +8 Racial bonus to Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks. Cannot be permanently slain until its Phylactery is destroyed.</p>

Intelligent Undead Templates	Description	Stats	Other Effects
<p>Vampire (creature of the night) (MM p252)</p>	<p>Paler, more feral versions of their original selves that do not create shadows or leave reflections.</p> <p>Acquired Template that can be applied to any Humanoid or Monstrous Humanoid.</p>	<p>Becomes an Undead. Always Evil. Has d12 HD. Natural Armor bonus improves by +6. Cold Resistance 10. Electricity Resistance 10. Turn Resistance +4. +8 Racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, & Spot checks.</p> <p>Str +6 Dex +4 Con — Int +2 Wis +2 Cha +4 CR +2</p>	<p>Gains a Slam Attack (<u>Category 6 damage</u>).</p> <p>The vampire's Slam Attack & natural weapons are considered 'magic' for purposes of bypassing Damage Reduction.</p> <p><u>Feats</u> Gains Alertness, Combat Reflexes, Dodge, Improved Initiative, & Lightning Reflexes, if it qualifies.</p> <p><u>SA</u> Blood Drain – If pinning an opponent, the vampire can make a bite attack that does 1d4 Constitution damage each round & the vampire gains 5 temporary hp each round.</p> <p>Children of the Night – Once per day, the vampire can call forth 1d6+1 Rat Swarms, 1d4+1 Bat Swarms, or 3d6 Wolves. Calling the creatures is a Standard Action, they arrive in 2d6 rounds, and server for up to 1 hour.</p> <p><i>Dominate Person</i> as a Standard Action. The target must be within 30' and meet the vampire's gaze. DC is Charisma-based.</p> <p>Energy Drain – Once per round, the vampire may inflict two Negative Levels on an opponent hit by its Slam attack or natural weapons. The vampire gains 5 temporary hp. DC is Charisma-based.</p> <p>Create Spawn – Any foe slain by the vampire's Blood Drain or Energy Drain abilities rises 1d4 days after burial as a Vampire Spawn or a Vampire (the later is only if the victim was killed by Blood Drain & had 5+ HD). The spawn is under the control of the creating vampire, who can control up to 2xHD of vampires & vampire spawn. Any excess or those release become "free willed vampires".</p> <p><u>SQ</u> <i>Polymorph</i>, as a Standard Action into a Bat, Dire Bat, Wolf, or Dire Wolf (does not regain hp). While in this form, the vampire loses its Dominate ability & Slam Attack. Lasts until sunrise if not ended sooner.</p> <p>Damage Reduction 10 / silver and magic.</p> <p>Fast Healing – 5 hp per round as long as the vampire has 1+ hp. If 0 hp or lower, automatically assumes Gaseous Form (where it takes no additional damage). The vampire has 2 hours to reach its coffin before being destroyed (can float up to 9 miles in 2hrs). Once in the coffin, it is Helpless for 1 hour & then the Fast Healing begins working again.</p> <p><i>Gaseous Form</i> as a Standard Action. Fly at 20' with Perfect maneuverability.</p> <p><i>Spider Climb</i>, always on.</p> <p><u>Weaknesses</u> Cannot enter an area that smells of garlic. Recoils from mirrors & strongly presented holy symbols (which requires a Standard Action by the presenter) & must stay 5' away. Cannot cross running water under their own power unless the base creature had a natural swimming speed. Cannot enter a building unless invited by someone with the authority to do so. A vampire is sunlight is disoriented & can take only one Move or Attack Action. If still in sunlight the next round, it is destroyed. If a vampire is immersed in running water (& its base creature didn't have a natural swim speed), it loses 1/3rd of its hp each round, & is destroyed on the 3rd round. Put into suspended animation if staked through the heart. Destroyed if its mouth is filled with holy wafers & then is decapitated.</p>

Class-Based Undead

<u>Class-Based Undead Templates</u>	Description	Stats	Other Effects
<p>Huecuva (an undead creature created from a cleric, druid, paladin, or monk who failed in its vows) (FF p94) (3.5sup p24)+</p>	<p>Skeleton wearing its tattered vestments & vague memories of its previous life.</p> <p>Acquired Template that can be applied to any Humanoid with at least one level of Cleric, Druid, Paladin, or Monk..</p>	<p>Becomes an Undead. Has d12 HD. Always Evil. Natural Armor bonus improves by +4. Turn Resistance +2 Str +2 Con — Int -6 Wis +2 Cha +2 CR +2</p>	<p>Gains a Slam Attack (<u>Category 6 damage</u>). <u>SA</u> All natural attacks expose the target to the disease Huecuva Blight (incubation 1 day, 1d2 Strength & 1d2 Constitution). <u>SQ</u> Gain <u>Feat: Toughness</u>. Damage Reduction 10 / silver. Divine Conversion: Cleric – Huecuva that have levels of Cleric replace their prior domains Death & Evil and always Rebuke / Command Undead. Divine Conversion: Paladin – Huecuva that have levels of Paladin replace those class abilities with abilities listed in the ‘Fallen Paladin’ table of the Blackguard Prestige Class(DMG p181).</p>
<p>Swordwraith (a warrior who continues to battle even after death) (FF p174) (3.5sup p24)+</p>	<p>Slightly insubstantial versions of their original selves in battered equipment & whose eyes glow in the dark.</p> <p>Acquired Template that can be applied to any Humanoid or Monstrous Humanoid with at least one level of Fighter.</p>	<p>Becomes an Undead. Always Lawful Evil. Has d12 HD. Turn Resistance +2. +4 Racial bonus to Hide & Move Silently checks. Con — CR +2</p>	<p>Gain <u>Feat: Alertness</u> and <u>Feat: Iron Will</u>. <u>SA</u> In addition to normal damage, melee weapon does 1 Strength Damage on each hit. <u>SQ</u> Damage Reduction 10 / magic and slashing.</p>

Modified Undead

<u>Modified Undead Templates</u>	Description	Stats	Other Effects																																																	
<p>Spell Stitched (an undead that has been augmented with magical runes that can cast Sorcerer spells) (MM2 p215)(3.5sup p36)+ (CArc p162)</p>	<p>An undead whose exposed flesh / bones are covered with runes.</p> <p>Acquired Template that can be applied to any Corporeal Undead.</p> <p>Created by a Wizard or Sorcerer at the cost of 1,000 gp and 500 XP <u>per</u> point of Wisdom.</p>	<p>+2 Profane bonus on all saves +2.Turn Resistance (stacks). Gain Spell Resistance of 10 + Charisma modifier. Damage Reduction by HD: <u>HD</u> <u>DR</u> _____ up to 3 — 4-11 5 / magic or silver 12+ 5 / magic & silver CR +1</p>	<p>Able to cast spells as a Sorcerer based on the Base Creature’s Wisdom. Use the creature’s HD as its Caster level. Spells must be from the schools of Conjuraton, Evocation, & Necromancy.</p> <p>Number of Spells ‘Known’ / Uses per Day</p> <table border="1"> <thead> <tr> <th>Wisdom</th> <th>1st</th> <th>2nd</th> <th>3rd</th> <th>4th</th> <th>5th</th> <th>6th</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>2 / 4</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>11-12</td> <td>2 / 4</td> <td>2 / 4</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>13-14</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>- / -</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>15-16</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>- / -</td> <td>- / -</td> </tr> <tr> <td>17-18</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>2 / 2</td> <td>- / -</td> </tr> <tr> <td>19+</td> <td>2 / 4</td> <td>2 / 4</td> <td>2 / 2</td> <td>2 / 2</td> <td>2 / 2</td> <td>1 / 1</td> </tr> </tbody> </table>	Wisdom	1 st	2 nd	3 rd	4 th	5 th	6 th	10	2 / 4	- / -	- / -	- / -	- / -	- / -	11-12	2 / 4	2 / 4	- / -	- / -	- / -	- / -	13-14	2 / 4	2 / 4	2 / 2	- / -	- / -	- / -	15-16	2 / 4	2 / 4	2 / 2	2 / 2	- / -	- / -	17-18	2 / 4	2 / 4	2 / 2	2 / 2	2 / 2	- / -	19+	2 / 4	2 / 4	2 / 2	2 / 2	2 / 2	1 / 1
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Deathless

Deathless Template	Description	Stats	Other Effects
<p>Sacred Watcher (a virtuous person who dies while guarding someone, who comes back as a good spirit to continue guarding until the job is taken over by someone else who is worthy) (BoED p183)</p>	<p>Translucent image of its previous self, often formed of silver radiance. Can be applied to a Good-aligned Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Plant.</p>	<p>Becomes a Deathless(BoED p157) Has d12 HD. Base creature's movement becomes the Ghost's Flying speed (min 30') with Perfect Maneuverability. +8 Racial bonus on Hide, Listen, Search & Spot checks. Turn Resistance of +4 Constitution — Charisma +4 CR +2</p>	<p>Natural Armor bonus to AC – remains if the Sacred Watcher is attacked in the Ethereal Plane. If the Ghost uses its 'Manifest' ability, its Natural Armor bonus become +0, but it gains a Deflection bonus equal to its Charisma modifier (min +1). Manifestation – the Sacred Watcher may coexist on both the Ethereal & Material Planes. It may attack as an Incorporeal creature, pass through walls & armor, etc. If 'destroyed', the Sacred Watcher rejuvenates itself in 2d4 days by making a Level check vs. DC 16. The Sacred Watcher can only be "put to rest" by resolving the dilemma that causes it to return in the first place. Positive Energy Touch – 5 times per day, as part of its Incorporeal Touch Attack, the Sacred Watcher can inflict 2d8+5 hp of Positive Energy, which damages Undead. It can also use this power to heal the living (if it wishes). Always knows the status & location of the person it guards. Can <i>Scry</i> on the Ward at will and <i>Greater Teleport</i> to him/her when desired.</p>

Inflicted Templates

Templates that are applied to a creature, often without its agreement.

Half-Golems

A living creature who has one or more limbs replaced with Golem pieces.

Half-Golem Templates	Description	Stats	Other Effects
<p>Half-Golem – Brass (a creature that has one or more limbs replaced with animated brass. Must make a Will save or become a Construct) (MM2w) (3.5sup p33)+</p>	<p>One or more limbs replaced with those of a Brass Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +11 DR 10 / adamantine Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +4</p>	<p>+2 Racial bonus to Fortitude saves. +5 Competence bonus on Survival checks for tracking by scent. Gains the Scent special ability. <i>Maze</i> at 15th, 1/day. The creature is able to enter its own “maze” to track the target. Immune to spells, spell-like abilities, & supernatural effects except - Electricity effects the creature as a <i>Slow</i> spell for 3 rounds. - Fire effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Clay (a creature that has one or more limbs replaced with animated clay. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Clay Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +7 DR 10 / adamantine & bludgeoning Str +8 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>+2 Racial bonus to Fortitude saves. Berserk – when damaged in combat, goes berserk like a Barbarian Immune to Piercing & Slashing weapons. <i>Haste</i> for 3rnds, 1/day. Can only be used after 1 round of combat Immune to spells, spell-like abilities, & supernatural effects except - <i>Move Earth</i> does 3d12 damage & pushes it back 120’. - <i>Disintegrate</i> does 1d12 damage & effects the creature as a <i>Slow</i> for 1d6 rounds. - <i>Earthquake</i> does 5d10 damage & holds it in place for 1 round.</p>
<p>Half-Golem – Dragonflesh (a creature that has one or more limbs replaced with animated dragon flesh. Must make a Will save or become a Construct) (MM2w) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Dragonflesh Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +7 DR 10 / adamantine Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>+2 Racial bonus to Fortitude saves. Blindsight 60’. If wings are attached, the creature gains Fly 120’ (poor). For each Dragonflesh arm that has been added, the creature gains a <u>Category 4</u> Claw attack. When charging, attacking, or flying overhead, any creature seeing the Half-Golem who has fewer hit-dice than it must make a Will save vs. DC (10 + ½ hit-dice + ½ Charisma modifier) or be <u>Shaken</u> for 5d6 rounds. A successful save leaves the target immune to this effect for 1 day. Immune to spells, spell-like abilities, & supernatural effects except - Fire & Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds - Electricity effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Flesh a creature that has one or more limbs replaced with animated flesh. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Flesh Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +5 DR 5 / adamantine Str +6 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>Berserk – when damaged in combat, goes berserk like a Barbarian Immune to spells, spell-like abilities, & supernatural effects except - Fire & Cold effects the creature as a <i>Slow</i> spell for 2d6 rounds - Electricity effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>
<p>Half-Golem – Iron (a creature that has one or more limbs replaced with animated iron. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of an Iron Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor bonus +11 DR 15 / adamantine Str +12 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p>Able to exhale a 10’ cube of (1d4 Con / Death) poisonous gas every 1d4+1 rounds. Constitution-based DC. The gas persists for 1 round. Vulnerability to rust attacks, including <i>Rusting Grasp</i>. Immune to spells, spell-like abilities, & supernatural effects except - Electricity effects the creature as a <i>Slow</i> spell for 3 rounds. - Fire effects heals the creature 1hp per 3 damage & breaks any <i>Slow</i> effect.</p>

Half-Golem Templates	Description	Stats	Other Effects
<p>Half-Golem – Stained Glass (a creature that has one or more limbs replaced with animated stained glass. Must make a Will save or become a Construct) (MM2w) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Stained Glass Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +2 DR 10 / adamantine Str +2 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +2</p>	<p>+2 Racial bonus to Fortitude saves. +10 Competence bonus on Hide checks while standing motionless in a window frame. For each Stained Glass arm that has been added, the creature gains a <u>Category 4 Keen</u> claw attack. Gain Fast Healing 2. Immune to spells, spell-like abilities, & supernatural effects except - <i>Shatter</i> affects the creature normally. - <i>Mending</i> heals the creature 2d6 hp. - Sonic attacks affect the creature normally.</p>
<p>Half-Golem – Stone (a creature that has one or more limbs replaced with animated stone. Must make a Will save or become a Construct) (MM2 p209) (3.5sup p34)+</p>	<p>One or more limbs replaced with those of a Stone Golem. Acquired Template that can be applied to an Animal, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Natural Armor +9 DR 10 / adamantine Str +10 Dex –2 Int –6 Con +4 –or– n/a Cha –6 CR +3</p>	<p><i>Slow</i> on 1 target within 10' for 7rnds (WillNeg DC13). Usable every 2 rnds. Immune to spells, spell-like abilities, & supernatural effects except - <i>Transmute Rock to Mud</i> effects the creature as a <i>Slow</i> spell for 2d6 rounds. - <i>Transmute Mud to Rock</i> fully heals the Half-Golem. - <i>Stone to Flesh</i> makes the Half-Golem vulnerable to normal attacks (including damage causing spells) for 1 round.</p>

Transformed

A living creature that has its body taken over.

Transformed Templates	Description	Stats	Other Effects										
<p>Captured One (a creature that has been captured by a Raggamoffyn, a Construct which takes over bodies) (MM2 p205) (3.5sup p31)+</p>	<p>Looks like the original creature, wearing mismatched clothes and/or armor Acquired Template that can be applied to an Animal, Giant, Humanoid, Vermin, or Monstrous Humanoid.</p>	<p>Becomes a 'Construct'. Use the Raggamoffyn's Strength, Dexterity, Wisdom, Initiative bonus, & base saving throw bonuses. Uses the Natural Armor bonus of the Raggamoffyn or the base creature, whichever is higher. CR +2</p>	<p>Base creature is under the control of the Raggamoffyn. The base creature & the Raggamoffyn maintain separate hit-point totals. Damage taken is split between the two. While joined, the Captured One benefits from Construct Traits (i.e., not subject to criticals, subdual damage, etc.). Gains Darkvision 60'.</p>										
<p>Half-Illithid (the result of placing an Illithid "tadpole" into a humanoid other than a Human (which make True Illithid)) (FF p90)</p>	<p>The base creature grows tentacles around its mouth and has rubbery skin. Template that can be added to any Humanoid, except a Human)</p>	<p>Becomes an 'Aberration'. Hit Die changes to d8. +1 improvement to Natural Armor Darkvision 60'. Spell Resistance of 10 + HD. Usually Evil Int +4 Wis +4 Cha +4 CR +3</p>	<p>Looses its Bite attack (if any), but gain 4 Tentacle attacks (<u>Damage Category 4</u>). Has Improved Grab with its Tentacles. If it hits a creature its size or smaller with even one Tentacle, it begins a Grapple as a Free Action that does not generate an Attack of Opportunity. If it successfully gets a Hold, then it can attached the rest of its Tentacles with a single Grapple check. If all 4 Tentacles maintain a Hold for a Full Round, the target's brain is extracted & it dies immediately. Mind Blast, 1/day – All targets in a 40' Cone are Stunned for 1d4 rounds (WillNeg DC = 13 + Int modifier). Telepathy – can Communicate with any creature within 100' that has a language. If Int or Wis is 8+, can use the following abilities at least 1/day.</p> <table border="0"> <tr> <td>HD</td> <td>Ability</td> </tr> <tr> <td>1-2</td> <td><i>Detect Thoughts</i>, 3/day</td> </tr> <tr> <td>3-4</td> <td><i>Suggestion</i>, 3/day</td> </tr> <tr> <td>5-6</td> <td><i>Levitate</i>, 3/day</td> </tr> <tr> <td>7+</td> <td><i>Charm Monster</i>, 1/day</td> </tr> </table>	HD	Ability	1-2	<i>Detect Thoughts</i> , 3/day	3-4	<i>Suggestion</i> , 3/day	5-6	<i>Levitate</i> , 3/day	7+	<i>Charm Monster</i> , 1/day
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3-4	<i>Suggestion</i> , 3/day												
5-6	<i>Levitate</i> , 3/day												
7+	<i>Charm Monster</i> , 1/day												

Transformed Templates	Description	Stats	Other Effects
<p>Voidmind (creature whose brain was partially removed by three Mind Flayers, who then refilled its skull with Psionic Slime. The creature is now a slave for the Mind Flayers that created it, but still seems the same to those that knew it before) (MM3 p188)</p>	<p>The base creature looks normal, except for 4 tiny holes in its skull (usually covered). Template that can be added to any living Aberration, Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Outsider whose size is from Tiny to Huge.</p>	<p>Creature type is unchanged. +4 improvement to Natural Armor Darkvision 60' Spell Resistance of 10 + HD Usually Lawful Evil Gains the following Feats: Alertness, Combat Reflexes, and Great Fortitude. +4 Racial bonus on Bluff, Escape Artist, & Intimidate checks. Str +4 Dex +2 Con +2 Int +2 Cha -2 Level +1 CR +1</p>	<p>Gains Damage Reduction 5 / magic Gain one Tentacle attacks with +5' reach. Tentacle is <u>Damage Category 6</u> and has Improved Grab (so it automatically starts a Grapple without provoking an Attack of Opportunity). It can grapple creatures up to its own size. The Voidmind has a +4 Racial bonus on Grapple checks. If the tentacle establishes a Hold, it Constricts (<u>Damage Category 6</u>). The tentacle can act independently, so the Voidmind may make its other attacks normally while it Constricts. Cone of Slime – Can shoot a 30' Cone of Acid Slime, 1/day as a Standard Action. Does 1d6 per HD Acid damage (max 20d6) (Ref½) –and– if takes damage, receives a –2 penalty on Will saves & is Stunned for 1d4+1 rounds (FortNeg). DC is Constitution-base. Mind Flayer Host – The three Mind Flayers that created the Voidmind have a bond with it: - always know where it is and if it is hurt - can use its senses as a Standard Action if it is within 5 miles - can use <i>Dominant Monster</i> (no save) on it any range. While using this ability, the Mind Flayer can use its own Psionics through the Voidmind's body.</p>

Recycled

A corpse that is being reused

Recycled Creature Templates	Description	Stats	Other Effects
<p>Yellow Musk Zombie (creature whose mind was drained by a Yellow Musk Creeper plant & now acts as its guard & emergency fertilizer supply, until it wanders off and grows a new Yellow Musk Creeper) (FF p190)</p>	<p>The base creature's skin turns yellow & sickly, its eyes are vacant, and it seems undead. Acquired Template that can be added to any living creature that would normally have Intelligence & a brain.</p>	<p>Becomes a 'Plant'. Hit Die changes to d8. Always Neutral +2 improvement to Natural Armor Int 2 Wis 10 Dex 10 CR +0</p>	<p>Always protects & nurtures the Yellow Musk Creeper that created it. Cannot move more than 100' from during its initial 2 months, after which it can wander freely for up to 1d4 days before dropping dead. If the Creeper that created it dies, the Yellow Musk Zombie dies in two days unless restored with a <i>Regenerate</i> or <i>Heal</i> spell. Deadened Mind – Loses all memory of previous life, including class abilities, skills, & feats. If killed (or dies on its own), a new Yellow Musk Creeper grows from its corpse in 1 hour.</p>

Unusual Creature Templates

Hybrid Creatures

Hybrid Templates	Description	Stats	Other Effects																
Chimeric (a Chimera now has a Goat head, a Chromatic Dragon head, & the head of some other Animal or Vermin) (MM2 p206) (3.5up p31)+	A three-headed monstrosity: a Goat head & hind-quarters, a Chromatic Dragon head & wings, and a 3 rd head from the Base Creature & its forequarters. Can be applied to any Animal or Vermin of Medium, Large, or Huge size.	Becomes a Magical Beast. Uses d10 HD Has a minimum of 9 HD. Gain Fly 50' (poor). Natural Armor improvement of +6. Str +4 Dex +1 Con +4 Int +2 CR +1 (minimum 9)	Keeps all the base creature's statistics & special abilities, & gains those listed below. Goat Head – 1d8 butt. Dragon Head – 2d6 bite attack, plus a breath weapon every 1d4 rounds that does 3d8 damage. Constitution-based DC. <table border="0"> <tr> <td><u>Color</u></td> <td><u>Breath Weapon</u></td> <td><u>Color</u></td> <td><u>Breath Weapon</u></td> </tr> <tr> <td>Black</td> <td>40' line of Acid</td> <td>Red</td> <td>20' cone of Fire</td> </tr> <tr> <td>Blue</td> <td>40' line of Electricity</td> <td>White</td> <td>20' cone of Cold</td> </tr> <tr> <td>Green</td> <td>20' cone of Acid Gas</td> <td></td> <td></td> </tr> </table> Gains <u>Feat: Multi-Attack</u> and the Scent special ability. +2 Racial Bonus on Listen & Spot checks.	<u>Color</u>	<u>Breath Weapon</u>	<u>Color</u>	<u>Breath Weapon</u>	Black	40' line of Acid	Red	20' cone of Fire	Blue	40' line of Electricity	White	20' cone of Cold	Green	20' cone of Acid Gas		
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Tauric (the head, arms & upper torso of a Humanoid & the legs & lower body of an Animal or Vermin) (MM2 p216) (3.5up p36)+	Combination of a Base Humanoid & a Base Creature. The Base Humanoid can be any Small or Medium Humanoid. The Base Creature can be any Medium or Large Animal or Vermin with at least four legs.	Becomes a Monstrous Humanoid (uses d8 HD). Creatures HD are the total of the Base Humanoid's HD & the Base Creature's HD. Uses the better Natural Armor bonus of its base creatures. CR +1	Uses the Base Humanoid's Intelligence, Wisdom, & Charisma. Uses the Base Creature's Strength, Dexterity, & Constitution. Has a base attack bonus, feats, & skill points appropriate for a Monstrous Humanoid of its combined HD. Keeps the natural attacks & abilities of both its base creatures, assuming the applicable body part is still present (i.e., a Tauric Human / Lion loses the Lion's bite attack).																

Unusual Breeds

Unusual Breed Templates	Description	Stats	Other Effects
Horrid (dire animals that are mean, has bony & chitinous plates all over its body, and extrudes acid) (Eb p289)	Inherited Template may be applies to any Dire Animal.	+5 improvement to Natural Armor Always Neutral Evil. Con +4 CR +1	The Horrid Animal's primary attack does +1d6 Acid damage per 4HD (max 5d6). Gains immunity to Acid damage. Ill-Tempered – all Handle Animal checks with a Horrid Animal have a +4 DC. Regains 3xHD hit-points with a full night of sleep. Receives <u>Feat: Improved Natural Attack</u> for each of its natural weapons.
Magebred (special breeds of animals that have greater than usual attributes and abilities, but are not actually magical) (Eb p295)	Inherited Template may be applies to any Animal.	+2 improvement to Natural Armor +4 to either Str, Dex, or Con. +2 to the other two. Int is always 2.	Excellent Learner – all Handle Animal check with a Magebred Animal have a –2 DC. Also, teaching a Magebred Animal a 'trick' requires one less week (min. one week). Gain <u>one</u> of the following: - Swift Breed: movement +10' - Thick-Skinned Breed: additional +2 to Natural Armor - Tracking Breed: +4 bonus on Survival checks to follow tracks Gain <u>one</u> of the following feats: Alertness, Athletics, Endurance, Improved Natural Attack, or Multiattack.
Spellwarped (creature modified over the generations to absorb magic) (MM3 p162)	Inherited Template may be applies to a corporeal Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Plant, or Vermin.	Becomes an 'Aberration' Alignment is usually Evil Str +4 Dex +2 Con +4 Int +4 Level Adjustment +3 up to 3 HD, CR +0 4-10 HD, CR +1 11+HD, CR +2	Gains Spell Resistance 11 + HD. +2 improvement to Natural Armor Spell Absorption – If its spell resistance negates a spell, the creature gains its choice of the following: - Might: +4 Enhancement bonus to Strength for 1 minute. - Agility: +4 Enhancement bonus to Dexterity for 1 minute. - Endurance: +4 Enhancement bonus to Constitution for 1 min. - Life: Gains (5 x negated spell level) Temporary Hit-Points. - Speed: Gains (5 x negated spell level)' to base movement. - Resistance: Gain Energy Resistance 10 to one type of energy of the creature's choice (either Acid, Cold, Electricity, Fire, or Sonic).

Unusual Breed Templates	Description	Stats	Other Effects																				
<p>Ti-Khana (reptiles transformed by the Yuan-Ti so that they have an alternate snake form) (FF p178)</p>	<p>Template may be applies to any Lizard, Dinosaur, Snake, or any Animal / Magical Beast with the Reptilian subtype.</p>	<p>Becomes a ‘Magical Beast’ Always Chaotic Evil. +4 improvement to Natural Armor Int +2 Dex +2 CR +2</p>	<p>Gains a Bite attack, which is <u>Damage Category 6</u>, and injects poison (1d6 Con / 1d6 Con / DC = 10 + ½ HD + Constitution modifier). Spell Resistance of 13 + Base Creature’s CR. Gains Skill Points & Base Attack Bonus of a Magical Beast. <i>Detect Poison</i>, at will. <i>Shapechange</i> (into a Viper from Tiny-size to Large-size only), at will. May use its own poison or the snake’s natural poison. Aversion, at will – Target within 30’ gains an aversion to reptiles (dead or alive) & must keep 20’ away from them for 10 minutes (WillNeg DC17). The victim can temporarily overcome the effect by making a second save, but receives a –4 penalty to Dexterity as long as within 20’ of a reptile.</p>																				
<p>Woodling (creature that has ‘evolved’ to become part plant) (MM3 p198)</p>	<p>The creature’s hair looks like leaves and its skill looks like bark. The specific color changes from season to season. Inherited Template may be applies to a corporeal Animal, Dragon, Fey, Giant, Humanoid, Magical Beast, or Monstrous Humanoid.</p>	<p>Creature type remains the same, but gains some Plant Creature traits. Gains Low-Light vision. +7 improvement to Natural Armor +4 bonus to Hide & Move Silent check in natural environments above ground. Gains Damage Reduction 5 / slashing Vulnerability to Fire – +50% Fire damage. Gains a <u>Damage Category 6</u> Slam attack. Level +3 CR +2</p>	<p>Plant Traits – Immunity to Poison, Magical Sleep, Paralysis, Polymorph, Stunning, & Mind-Affecting spells & spell-like abilities. Do not take extra damage from Critical Hits. If Wisdom is 8+, can use the following spell-like abilities. DC’s are Charisma based and the creature’s HD is its Caster level:</p> <table border="1"> <thead> <tr> <th>HD</th> <th>Ability</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td><i>Entangle</i>, 1/day</td> </tr> <tr> <td>3-5</td> <td><i>Summon Nature’s Ally II</i>, 1/day</td> </tr> <tr> <td>6-7</td> <td><i>Speak with Plants</i>, 3/day</td> </tr> <tr> <td>8-10</td> <td><i>Summon Nature’s Ally IV</i>, 1/day</td> </tr> <tr> <td>11-12</td> <td><i>Command Plant</i>, 1/day</td> </tr> <tr> <td>13-15</td> <td><i>Summon Nature’s Ally VI</i>, 1/day</td> </tr> <tr> <td>16-18</td> <td><i>Animate Plants</i>, 1/day</td> </tr> <tr> <td>19-20</td> <td><i>Summon Nature’s Ally VIII</i>, 1/day</td> </tr> <tr> <td>21+</td> <td><i>Control Plants</i>, 1/day –and– <i>Summon Nature’s Ally IX</i>, 1/day</td> </tr> </tbody> </table>	HD	Ability	1-2	<i>Entangle</i> , 1/day	3-5	<i>Summon Nature’s Ally II</i> , 1/day	6-7	<i>Speak with Plants</i> , 3/day	8-10	<i>Summon Nature’s Ally IV</i> , 1/day	11-12	<i>Command Plant</i> , 1/day	13-15	<i>Summon Nature’s Ally VI</i> , 1/day	16-18	<i>Animate Plants</i> , 1/day	19-20	<i>Summon Nature’s Ally VIII</i> , 1/day	21+	<i>Control Plants</i> , 1/day –and– <i>Summon Nature’s Ally IX</i> , 1/day
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Specially Trained Creatures

Specially Trained Creature Templates	Description	Stats	Other Effects
<p>Warbeast (trained to carry a rider, use armor, be faster & tougher, etc.) (MM2 p219) (3.5up p37)+</p>	<p>Trained for combat. Can be applied to any Animal or Vermin of Medium-size or greater that is not already trained for war (i.e., a warhorse)</p>	<p>HD +1 (may effect Base Attack Bonus, Base Save Bonus, Skill Points, Feats, etc.) Str +3 Con +3 Wis +2 CR +1</p>	<p>+1 Racial bonus on Listen & Spot checks. +10’ to land movement. +2 Circumstance bonus on its rider’s Ride checks (Animals only). Proficient with Light, Medium, & Heavy Armor (Animals only). Requires a Handle Animal check to train a creature (typical DC is 20 + HD & takes 2 months).</p>

Super-Sized

Super-Sized Templates	Description	Stats	Other Effects																														
<p>Titantic (a Gargantuan version of a normal animal or vermin) (MM2 p217) (3.5up p35)+</p>	<p>A Gargantuan-size version of a normal creature. Can be applied to any Animal or Vermin of up to Medium-size.</p>	<p>Increase HD to 25. Natural Armor bonus becomes +20. Base Attack Bonus is +18. Base Save Bonus is +14 (all categories). Natural Attacks do the following damage: Slam 2d8 Claw 3d6 Bite 3d8 Gore 3d8 Gains 28 skill points. Gains 9 Feats. Base creature's CR is up to 1: CR 13 CR of 2+: CR +13</p>	<p>Size becomes Gargantuan. Flying creatures have a maneuverability of 'Clumsy'. Gains Feat: Great Fortitude. Movement rate remains unchanged (min 20').</p> <table border="1"> <thead> <tr> <th>Base Creature's Size</th> <th>Str</th> <th>Dex</th> <th>Con</th> <th>Area modifier</th> </tr> </thead> <tbody> <tr> <td>Fine</td> <td>+36</td> <td>-12</td> <td>+16</td> <td>x12</td> </tr> <tr> <td>Diminutive</td> <td>+36</td> <td>-10</td> <td>+16</td> <td>x10</td> </tr> <tr> <td>Tiny</td> <td>+34</td> <td>-8</td> <td>+16</td> <td>x8</td> </tr> <tr> <td>Small</td> <td>+30</td> <td>-6</td> <td>+16</td> <td>x6</td> </tr> <tr> <td>Medium</td> <td>+26</td> <td>-4</td> <td>+14</td> <td>x4</td> </tr> </tbody> </table> <p>Minimum Dexterity is 10. Area attacks (such as a spider's web) are enlarged using the 'Area modifier' value above. Poison attacks now do 2d6 / 2d6 & have a DC of 22 + creature's Constitution modifier. As a Standard Action, can Trample a creature of up to Huge-size. Target takes 3d8 + 1 1/2 Str modifier damage & may either a) take an Attack of Opportunity with a -4 penalty or b) makes a Reflex save of 1/2 damage (DC is 22 + Str modifier). Special attacks other than poison & trample do x3 damage.</p>	Base Creature's Size	Str	Dex	Con	Area modifier	Fine	+36	-12	+16	x12	Diminutive	+36	-10	+16	x10	Tiny	+34	-8	+16	x8	Small	+30	-6	+16	x6	Medium	+26	-4	+14	x4
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Constructed Templates

Constructed Templates	Description	Stats	Other Effects																																																						
<p>Effigy (construct made with gears and springs that looks, acts, and fights like the creature it emulates) (CArc p152)</p>	<p>Such a good copy of the Base Creature that it takes a Spot check vs. DC 20 to realize that it is a Construct.. Can be applied to any Corporeal Aberration, Animal, Dragon, Giant, Humanoid, Magical Beast, Monstrous Humanoid, or Vermin.</p>	<p>Becomes a Construct. HD become d10. Natural Armor bonus increases by +2. Base Attack Bonus is 3/4 HD. Base Fortitude Save is 1/3 HD. Base Reflex Save is 1/3 HD. Base Will Save is 1/3 HD. Str +4 Dex -2 Con — Int — Wis 11 Char 1 CR +1</p>	<p>Looses all Supernatural Special Attacks, Spell-Like Abilities, & Extraordinary Special Attacks whose save DC is based on Constitution (such as poison). It keeps other Extraordinary Special Attacks which has no save (such as Rake) or whose save is based on a different ability score (such as Trample, which is based on Strength). A creature without a Natural Attack gains the attack listed below:</p> <table border="1"> <thead> <tr> <th>Base Creature's Size</th> <th>HP</th> <th>Attack</th> <th>Dmg</th> <th>Cost of Body</th> </tr> </thead> <tbody> <tr> <td>up to Tiny</td> <td>+0</td> <td>1 slam</td> <td>1d2+1 1/2 Str</td> <td>500 gp</td> </tr> <tr> <td>Small</td> <td>+10</td> <td>1 slam</td> <td>1d3+1 1/2 Str</td> <td>1,000 gp</td> </tr> <tr> <td>Medium</td> <td>+20</td> <td>2 slams</td> <td>1d4+Str</td> <td>2,000 gp</td> </tr> <tr> <td>Large</td> <td>+30</td> <td>2 slams</td> <td>1d6+Str</td> <td>5,000 gp</td> </tr> <tr> <td>Huge</td> <td>+40</td> <td>2 slams</td> <td>2d6+Str</td> <td>10,000 gp</td> </tr> <tr> <td>Gargantuan</td> <td>+60</td> <td>2 slams</td> <td>3d6+Str</td> <td>25,000 gp</td> </tr> <tr> <td>Colossal</td> <td>+80</td> <td>2 slams</td> <td>4d6+Str</td> <td>50,000 gp</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th>Base Creature's HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>up to 3</td> <td>1 / adamantine</td> </tr> <tr> <td>4-6</td> <td>3 / adamantine</td> </tr> <tr> <td>7-10</td> <td>5 / adamantine</td> </tr> <tr> <td>11-15</td> <td>7 / adamantine</td> </tr> <tr> <td>16-20</td> <td>10 / adamantine</td> </tr> <tr> <td>21+</td> <td>15 / adamantine</td> </tr> </tbody> </table>	Base Creature's Size	HP	Attack	Dmg	Cost of Body	up to Tiny	+0	1 slam	1d2+1 1/2 Str	500 gp	Small	+10	1 slam	1d3+1 1/2 Str	1,000 gp	Medium	+20	2 slams	1d4+Str	2,000 gp	Large	+30	2 slams	1d6+Str	5,000 gp	Huge	+40	2 slams	2d6+Str	10,000 gp	Gargantuan	+60	2 slams	3d6+Str	25,000 gp	Colossal	+80	2 slams	4d6+Str	50,000 gp	Base Creature's HD	Damage Reduction	up to 3	1 / adamantine	4-6	3 / adamantine	7-10	5 / adamantine	11-15	7 / adamantine	16-20	10 / adamantine	21+	15 / adamantine
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Deity Related Templates

Rewards

Deity Reward Templates	Description	Stats	Other Effects										
Elder Serpent (any type of snake-like creature which receives the blessing of the Deity of Snake to become awakened with many supernatural powers) (DR313 p86)	As the base creature, but can speak, may be vain, etc. Can be applied to any snake-like Animal or Magical Beast whose average Intelligence is 5 or less.	Becomes a 'Magical Beast (augmented animal)'. Has d10 HD & gains BAB on the Fighter table. +2 Racial HD, which may add Feats, Base Saves, etc. Size is unchanged. Usually Neutral Evil. Str +2 Dex +2 Con +2 Int +(2d6+6) Wis +(2d4+4) Cha +(2d4+4) Level Adj +3 CR +2	Able to speak with all serpents, knows Common, Draconic, and Intelligence modifier additional languages. Command Serpents – <i>Command</i> on serpents whose HD are less than the Elder Serpent's HD, with Caster level equal to Racial HD. Save is 11 + Charisma modifier. Usable 2 x Racial HD times per day. Mesmerizing Sway – as a Standard Action, the Elder Serpent begins to sway. All creatures within 30' that are looking at it are Paralyzed as long as it continues + 1d6 rounds (WillNeg, DC is Charisma-based). This is a [mind] effect. Virulent Poison – poison DC increases by +2, and does +1d6 Strength damage on Initial & Secondary damage. Blindsense – 10' if Fine-size, 20' if Diminutive-size, 30' if Tiny-size, etc., up to 90' if Colossal size. +4 Racial bonus on Bluff, Intimidate, Listen, Search, Sense Motive, & Spot checks. Gains Skill Points due to increased intelligence.										
Fire-Souled (a creature who receives a ritual that fills it with zeal, allowing it to inspire and lead, plus the ability to 'short-circuit' other creature's Charisma-based attacks) (DR314 p23)	The base creature look the same, but has he/she has a greater passion for living. Acquired Template that can be added to any Creature with at least 3 Intelligence.	Gains the 'fire' subtype. Gains Feat: Leadership . If already has this feat, get a +2 bonus on Leadership score. Immune to Stunning & Daze effects. Cha +4 CR +1 Lvl Adjustment +3	Overwhelming Passion – by touching an opponent with a melee or touch attack, the opponent loses one Special Attack whose save is based on Charisma (WillNeg, DC is Charisma-based). The lost ability is chosen by the Fire-Souled creature as long he/she has seen it used & is lost for (Charisma modifier) rounds. Usable once per day per 2 HD (minimum 1). <i>Haste</i> , 1/day at Character level. Inspiring – all allies within 10' receive a +1 Morale bonus on all attacks & skill check –and– receive a +2 Morale bonus on saves vs. Charm & Fear effects. Active when creature is awake.										
Saint (an exalted representation of the ideals of a Good Deity, who makes a great sacrifice and is rewarded) (BoED p184) (DR324 p104)+	Often surrounded by a aura of light. Can be applied to any living creature of Good alignment that is not an Outsider or Elemental.	Becomes a 'Outsider (native)' Immune to Acid, Cold, Electricity, & Petrification Fire Resistance 10 +4 Racial bonus vs. Poison Low-Light Vision Darkvision 60' +2 DC to all special attacks, spells, supernatural, spell-like, & extraordinary abilities. Con +2 Wis +2 Cha +4 Level Adjustment +2 CR +2	<i>Tongues</i> , always on. Gain an Insight bonus to AC equal to the Saint's Wisdom modifier Holy Touch – the Saint's melee attacks do +1d6 Holy damage vs. Evil creatures (or +1d8 vs. Evil Undead or Evil Outsiders). Any Evil creature that attacks the Saint with a Natural Attack takes the same amount of damage. Able to cast <i>Guidance</i> , <i>Resistance</i> , <i>Virtue</i> , and <i>Bless</i> at will at Character level. Gain Fast Healing (HD/2). Protective Aura – 20' radius nimbus of light that can be activated as a Free Action. Acts as a double strength <i>Magic Circle against Evil</i> and a <i>Less Globe of Invulnerability</i> . <table border="1"> <thead> <tr> <th>HD</th> <th>Damage Reduction</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>—</td> </tr> <tr> <td>4-7</td> <td>5 / magic</td> </tr> <tr> <td>8-11</td> <td>5 / evil</td> </tr> <tr> <td>12+</td> <td>10 / evil</td> </tr> </tbody> </table>	HD	Damage Reduction	1-3	—	4-7	5 / magic	8-11	5 / evil	12+	10 / evil
HD	Damage Reduction												
1-3	—												
4-7	5 / magic												
8-11	5 / evil												
12+	10 / evil												
Sanctified (an evil creature that survived the spell <i>Sanctify the Wicked</i> , becoming a good creature that regrets the evil it did in its previous life) (BoED p186)	Often surrounded by a aura of light. Can be applied to any Evil creature, except for Outsiders.	Always Good. Gains the 'Good' subtype & loses incompatible subtypes, such as 'Evil', 'Baatezu', etc. Also loses the 'Fiendish' template, if applicable. Natural & wielded weapons are considered 'Good'. Level Adjustment +2 CR +1	<i>Tongues</i> , always on. Light Ray, once per round – ray attack with a range of 60'. Causes 1d6 damage per 2 HD vs. Evil creatures only. Loses all preexisting supernatural & spell-like abilities, and any Vile Feats. If the creature had Damage Reduction that was bypassed by 'Good', it is now bypassed by 'Evil'. Aura of Menace – any hostile creature within a 20' radius receives a –2 penalty on attacks, AC, & saves (WillNeg, DC is Charisma-based). Effect lasts until the opponent has hit the Sanctified creature, up to 1 day. On a successful save –or– once the effect has been broken, the creature is immune for 24 hours. <i>Magic Circle against Evil</i> , always on..										

Representatives

Deity Representative Templates	Description	Stats	Other Effects
<p>Alex (when a Deity is particularly mad at someone, he/she/it makes a Construct that is a copy of the offender and uses it to deal with the problem. each Deity only has one Aleax at a time) (BoED p158)</p>	<p>Looks exactly the same as its target, except its eyes glow gold or silver. The copy can be made of any creature that a Deity wishes to deal with.</p>	<p>Becomes a Construct. Has d10 HD, plus a size-based HP bonus. Low-Light Vision. Darkvision 60'. Fast Healing 5. SR 10 + HD, or the target's SR if higher Con — CR +3</p>	<p>+1 Insight bonus to Initiative checks. +2 Perfection bonus to AC. Singular Enemy – only the Aleax's target can effect it in any way. <i>Searing Light</i>, once per round as a Standard Action. <i>Shapechange</i>, at will. A given Aleax usually has one or two forms that are in line with the Deity it serves. The Aleax keeps its Extraordinary & Spell-Like abilities in its new form. <i>True Seeing</i>, at will. If the Aleax slays its target, the target's spirit is immediately brought to the Aleax's Deity for judgment. If the target slays the Aleax, the Deity can never send its Aleax against the target again –and– the target gains +2 Wisdom, +1 Insight bonus to Initiative checks, +2 Perfection bonus to AC, & Spell Resistance (10 + HD).</p>
<p>Monster of Legend (a unique & divinely enhanced member of its species, usually on a mission from a deity) (MM2 p213) (3.5sup p35)+</p>	<p>The ultimate version of the base creature. Can be applied to any Animal, Magical Beast, or Monstrous Humanoid.</p>	<p>Becomes an 'Outsider (native)' If HD is less than a d8, the creature now has a d8 HD. Natural Armor improvement of +5. +3 bonus on all saving throws Natural Attacks do the following damage (if better than the current damage): Slam <u>Category 6</u> Bite <u>Category 6</u> Claw <u>Category 4</u> Gore <u>Category 3</u> Str +10 Dex +6 Con +10 Int +2 Wis +2 Cha +2 CR +7</p>	<p>Keeps all the Base Creature's extraordinary, supernatural, & spell-like abilities. Gains Feat: Multi-Attack & Feat: Improved Initiative. Receives <u>one</u> of the following Special Attacks: – Breath Weapon: 3d6 damage in a 15' cone. May do Acid, Fire, Electrical, or Cold damage. Usable every 1d4 rounds. Reflex save for ½. Constitution-based DC. – Frightful Presence: All creatures within 20' that have fewer HD than the Monster of Legend are Shaken when it roars, growls, etc. Effect lasts until target is more than 20' away. On a successful save, the target is immune for 24 hours. Charisma-based DC. – Poison: Bite does 1d6 Str / 1d6 Str poison damage. Constitution-based DC. – Raging Blood: Blood does Acid, Electrical, or Fire damage. When injured by a Slashing or Piercing weapon, all creatures within a 5' cone take 1d4 damage (no save). – Spells: Casts spells as a 5th level Cleric with Protection, Strength, & War Domain spells on its list. Receives <u>two</u> of the following Special Qualities: – Damage Reduction 10 / magic. – Enhanced Attributes: +4 bonus to all the creature's DC's. – Fast Healing 5. – Greater Damage: The damage from all natural attacks improves by one category. – <i>Haste</i>, always on. – Immunities: Immune to 2 of the following: Acid, Electricity, Fear, Poison, Polymorphing, Mind-Affecting Effects. – Reflective Hide: <i>Spell Turning</i>, always on. – Regrow Limbs: The creature's limb or head regrows in 1 rnd – See in Darkness: Can see normally through natural or magical darkness. – Spell Resistance 10 + ½ HD. – Gains either 'fire' or 'cold' subtype.</p>

Spell Templates

Spell Templates	Description	Stats	Other Effects																				
<p>Living Spell (an area-of-effect spell (like a <i>Fireball</i>) that exists as an ongoing effect and a living creature) (Eb p294) (MM3 p91)</p>	<p>Can be applied to any Arcane or Divine spell(s) that creates an Area of Effect (i.e., not a targeted spell) that is not already a creature (such as <i>Summon Monster</i>).</p>	<p>Becomes an Ooze. 1d10 HD per Caster level Str = 10 + spell level Dex = 7 + spell level Con = 10 + spell level Int — Wis = 7 + spell level Cha = 10 + spell level Damage Reduction 10 / magic Spell Resistance 10 + caster lvl Deflection bonus to AC = spell level. Resistance bonus to saves = spell level. CR = spell level + ½ caster lvl</p>	<p>Based on Caster level:</p> <table border="1"> <thead> <tr> <th>Caster level</th> <th>Size</th> <th>Base Slam Damage</th> </tr> </thead> <tbody> <tr> <td>1–6</td> <td>Medium</td> <td>1d4</td> </tr> <tr> <td>7–12</td> <td>Large</td> <td>1d6</td> </tr> <tr> <td>13+</td> <td>Huge</td> <td>1d8</td> </tr> </tbody> </table> <p>Slam attack also does 1 ½ Strength modifier damage & effects the target with the Living Spell's spell effects.</p> <p>Based on Spell Range:</p> <table border="1"> <thead> <tr> <th>Range</th> <th>Movement</th> </tr> </thead> <tbody> <tr> <td>Close</td> <td>20'</td> </tr> <tr> <td>Medium</td> <td>30'</td> </tr> <tr> <td>Long</td> <td>40'</td> </tr> </tbody> </table> <p>Engulf – as a Standard Action the Living Spell may move to surround as many targets as fit within its size. It does <u>not</u> get to make Slam attacks when Engulfing. Each creature engulfed may make an Attack of Opportunity –or– a Reflex save to be pushed out of the way (DC = 10 + spell level + Charisma modifier). Any creature Engulfed is automatically Grappled and is effected by the spell effect each round.</p>	Caster level	Size	Base Slam Damage	1–6	Medium	1d4	7–12	Large	1d6	13+	Huge	1d8	Range	Movement	Close	20'	Medium	30'	Long	40'
Caster level	Size	Base Slam Damage																					
1–6	Medium	1d4																					
7–12	Large	1d6																					
13+	Huge	1d8																					
Range	Movement																						
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Appendix

Revision History

- November 11, 2003 – Start of D&D 3.5 Edition.
Added Monster Manual v.3.5, Manual of the Planes, & appropriate parts of D&D v.3.5 Accessory Update.
- March 12, 2004 – Added Monster Manual 2 & appropriate parts of D&D v.3.5 Accessory Update.
Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Monster Manual 3. Change the abbreviation of Monster Manual v3.5 from “MM3.5” to “MM” to avoid confusion with “MM3”
Added Dragon #314 & #325.
- April 1, 2005 – Added Complete Arcane.
Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.
Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.
- September 7, 2005 – Added Complete Adventurer.
Added Races of Eberron.
Added Dungeon #330 – #335.

Damage Category Table

Category	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
3	1	1	1	1d2	1d3	1d4	1d6	1d8	1d10
4	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
6	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6

Key to Sourcebooks

- PH – Player’s Handbook v.3.5
DMG – Dungeon Master’s Guide v.3.5
MM – Monster Manual v.3.5
MM3 – Monster Manual
- CWar – Complete Warrior
CDiv – Complete Divine
CArc – Complete Arcane
CAAdv – Complete Adventurer
- RoE – Races of Eberron
- BoED – Book of Exalted Deeds
UA – Unearthed Arcana
- FR – Forgotten Realms Campaign Setting
MoF – Magic of Faerûn
LoD – Lords of Darkness
RoF – Races of Faerûn
SM – Silver Marches
Und – Underdark
PGF – Player’s Guide to Faerûn
- Eb – Eberron Campaign Setting
- DR### – Dragon Magazine (with issue number)
DU## – Dungeon Magazine (with issue number)
- 3.5up – D&D v.3.5 Accessory Update – http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e – Player’s Handbook v.3.5 Errata – http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe – Player’s Guide to Faerûn Errata – http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata – Complete Divine Errata – http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata – Complete Arcane Errata – <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip>
EbErrata – Eberron Errata – http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.